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DIRGE of CERBERUS™

FINAL FANTASY VII



COVERS PLAYSTATION® 2 COMPUTER
ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T

SQUARE ENIX

Written by Doug Walsh







DIRGE of CERBERUS

FINAL FANTASY VII

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PROLOGUE

The following contains a plot summary of the videogame *FINAL FANTASY VII*, as well as the movie *FINAL FANTASY VII Advent Children*. These events take place prior to those from *Dirge of Cerberus: FINAL FANTASY VII* which is not discussed in detail here to avoid spoiling any of the story for those who have not yet played through the game.

The legendary heroics of Cloud Strife and the members of Avalanche will never be completely forgotten, but like all memories good and bad, their tale has faded with time. However, it has taken more than just time to undo the damage wrought by the Shinra Company and Sephiroth. The survivors of Midgar have rebuilt their lives in the city of Edge, located on the outskirts of the ruined metropolis. Although the Lifestream is slowly replenishing itself deep underground, all is not well on the surface.

Nearly two years later, Cloud and his longtime friend, Tifa Lockhart, work together running the Strife Delivery Service while also taking care of children orphaned during the Jenova War. Even as time passed by, some things never changed. Cloud still had not come to grips with the past and still couldn't forgive himself for the deaths of Aerith and Zack. Even surrounded by supportive friends and children in need of his guidance, Cloud continued to shut himself away from the world around him.

What nobody realized was that Cloud had good reason to seek solitude. Like many others in the city of Edge, he had been afflicted with the disease known as geostigma, brought on by the presence of Jenova cells within the body. Knowing he couldn't even save himself from the disease, Cloud didn't have the confidence to face the sick children who looked to him for help. At one time, he had that strength. However, that was a long time ago.

Almost exactly two years after the defeat of Sephiroth, Cloud was forced to find reason again in his life. While standing at the Buster Sword placed as a grave marker for his friend Zack, three unknown men on motorcycles attack Cloud without warning. Soon after, at a meeting with Rufus Shinra (who is driven to restore the planet and restore his company's name), Cloud learns that the young trio is led by Kadaj, who seeks the remains of Jenova. Together with his two "brothers," he wishes to use Jenova to resurrect Sephiroth and finish the destruction of the planet. Kadaj begins by taking all of the geostigma-infected children to the Forgotten City of the Ancients.

Cloud, armed with a new sense of purpose in life, as well as a new array of weapons, heads off to the Forgotten City to take on Kadaj and bring back the children. However, Cloud fails to free the children and ends up being rescued by an old friend, Vincent Valentine. His self-doubt continues to spiral downwards...

It isn't until Kadaj and his cohorts summon the colossal dragon, Bahamut Sin, that Cloud finds the strength to take up arms again. Fortunately, he is not alone. All of Cloud's allies who fought with him in the past appear in the city of Edge to join the battle. Together with their unique skills and determination, Cloud is able to overcome his weaknesses and slay the dragon. With his spirits restored, Cloud then charges into battle against Kadaj. The fierce duel with Kadaj stretches across Midgar and takes them to the church where Aerith once tended flowers. Inside, Cloud is healed of his geostigma when water infused with the power of the Lifestream appears from below the church and falls upon him like a gentle rain.

Cloud, with his body restored, gives chase again and the battle shifts in his favor. Just as Kadaj is about to receive a fatal blow from Cloud, his body takes on the form of Sephiroth and he deflects Cloud's attack with ease. The battle continues and Sephiroth begins to overpower Cloud. However, an opening in Sephiroth's defenses gives him just the opportunity he needs, and Cloud's newly improved Omnislash cuts the sinister spawn of Jenova down once and for all. Sephiroth's form reverts back to the body of Kadaj, who is at the edge of death. Aerith's spirit once again appears and releases a healing rain across the land that cures the geostigma plague.

THE STORY CONTINUES

One year has passed since geostigma disappeared from the world. Although Cloud has come to embrace his circle of friends in Edge and forgive himself for the past, the constant loner Vincent Valentine has yet to come to terms with himself. He harbors suffocating regrets from working with Shinra as a Turk, and blames himself for what happened to the woman he loved, Lucrecia Crescent. The long years of isolation endured beneath Shinra Manor had not erased the pain of his guilt, nor had the time spent with Cloud and the others.

DIRGE OF CERBERUS: FINAL FANTASY VII is the story of Vincent Valentine and explores the cause of his grief and self-loathing. Vincent is an expert marksman and possesses superhuman strength, as well as the skills necessary to excel in all forms of combat. Although Vincent can utilize some magic, it's his ability to transform that represents his truly unique strength. Vincent's Limit Break enables him to take on the form

of creatures such as the Galian Beast, a reminder of the cruel experiments performed on him by the scientist Hojo so many years ago.

Taking on the role of Vincent, players will battle the menacing forces of Deepground that have risen from the ashes of Midgar after being forgotten by those who experimented on them for so long. Deepground is after Vincent, who they believe is the key to locating the mysterious Protomateria that is crucial to their ultimate objective. Fortunately, the World Regenesis Organization (WRO) is there to help him. With the aid of old friends from the past, Vincent must combat the devilish forces of Deepground while simultaneously overcoming the even stronger demons residing in his mind.

CHARACTERS

Dirge of Cerberus: FINAL FANTASY VII is the complex story of Vincent Valentine, one of the allies who came to assist Cloud Strife in his epic battle against the Shinra Company and Sephiroth in the incredibly popular *FINAL FANTASY VII*.

Three years have passed since the so-called Jenova War and although Vincent briefly lent another helping hand to Cloud during his battle with Kadj in *FINAL FANTASY VII: Advent Children*, Vincent has spent much of that time alone. Like Cloud, Vincent carries a heavy burden of guilt along with an unhealthy obsession of seeking revenge.

Vincent's tale, as told in *Dirge of Cerberus: FINAL FANTASY VII*, involves many characters—some familiar, some not—and organizations. It is our goal that this chapter not only provides you with the biographical and gameplay-related information that readers expect, but that it also clarifies the complex relationships that exist between the characters.

VINCENT VALENTINE

Vincent is the main playable character in *Dirge of Cerberus: FINAL FANTASY VII* and was a hidden character in *FINAL FANTASY VII*. Located in the basement of the Shinra Mansion, players learned about his 23-year slumber.

Personal Data

AGE	HEIGHT	OCCUPATION
30 (physically)	6'0"	Unemployed, ex-Turk

Vincent relies heavily on the use of long-range weapons (guns) and prefers none more than his triple-barreled handgun, Cerberus. In addition to being an expert marksman, Vincent can also transform into the creatures known as the Galian Beast and Chaos.

BIOGRAPHICAL HIGHLIGHTS

Former member of the Turks, the Shinra Company's special-operatives unit charged with protecting the company's executives, scouting for potential SOLDIER candidates, and carrying out espionage and assassinations.

The son of Grimoire Valentine, an important research scientist who worked on a project funded by the Shinra Company. Grimoire died over 26 years ago in a laboratory accident, but Vincent never learned the details of his death.

Vincent was assigned to protect a beautiful scientist named Lucrecia Crescent and fell in love with her despite her reluctance to get close to him. It was Lucrecia who found Vincent's dead body and performed the experiment on him that gave him the form of Chaos.





LUCRECIA CRESCENT

Lucrecia was an ambitious research assistant assigned to work with Grimoire Valentine, Vincent's father. Her zeal for research and defending her thesis led to the untimely death of Grimoire in a laboratory accident. Later, when Vincent was assigned to protect her and Professor Hojo during the days of the Jenova Project, her tremendous grief resurfaced.

Personal Data

AGE	HEIGHT	OCCUPATION
Deceased	5'4"	Former Scientist



REEVE TUESTI

Reeve Tuesti is a former Shinra employee who was charged with overseeing housing and urban development. These days, however, he's the head of the World Regenesis Organization (WRO) and serves to protect the world from all future attacks.

Reeve pretends to not know who his financial backers are, but fans of *FINAL FANTASY VII: Advent Children* know to expect it to be Rufus Shinra, the shamed son of the former Shinra President. Reeve is known to fans as the master of Cait Sith, who used this likable animatronic cat to spy on Cloud's Avalanche group.

Reeve, much to his credit, always cared about the everyday citizens of Midgar and eventually joined forces with Avalanche to overthrow Shinra. Now, as head of the WRO, he continues to fight the good fight and is a helpful friend and confidant to Vincent.

Personal Data

AGE	HEIGHT	OCCUPATION
38	5'11"	WRO Commissioner



CAIT SITH

Cait Sith is the talking animatronic cat controlled by Reeve Tuesti. He is a master of disguises and worked as a fortune teller in *FINAL FANTASY VII*. Nowadays, Cait Sith spends his time with Reeve, assisting the WRO.

Cait Sith is the only other playable character in this game besides Vincent Valentine. Players can look forward to putting his short stature and spryness to use in a stealth-based mission during the main story mode, and also his combat skills in some of the Extra Missions.

Personal Data

AGE	HEIGHT	OCCUPATION
N/A	3'2"	Spy



SHALUA RUI

Vincent encounters Shalua in Edge during the assault by Deepground. Shalua is a workaholic, devoted to spending her days with the WRO in hopes of finding her long-lost sister (or, as she puts it, her reason to live). Shalua has spent many years fighting toward that goal and has lost an arm and an eye in the process. Yet, she forges on, confident that one day she'll be reunited with the sister she failed to keep close so many years ago.

Personal Data

AGE	HEIGHT	OCCUPATION
24	5'5"	WRO Scientist



YUFFIE KISARAGI

Of all the other members of the main Avalanche group from *FINAL FANTASY VII*, Yuffie is the only one besides Vincent who makes a prominent appearance in this game. In many ways, Yuffie is the glue that has kept the group together, as she has remained in contact with Reeve and Cid and keeps tabs on the whereabouts of everyone from Vincent to Cloud.

Although she has grown out of her thieving ways, she is as clumsy and talkative as ever. Yuffie will come to Vincent's aid, just as he did in Midgar three years earlier, and will be there to watch over him every step of the way. Even if it means getting airsick on Cid's new ship...

Personal Data

AGE	HEIGHT	OCCUPATION
19	5'2"	Wutai Ninja



SHELKE THE TRANSPARENT

Shelke is the computer expert of the Tsviets, assigned to assist Azul in tracking down Vincent Valentine and retrieving the Protomateria. Shelke has been linked through the World Network with the personality data of Lucrecia and uses Lucrecia's memories, knowledge, and emotions to know where to look for Vincent. She also begins to feel what Lucrecia feels and, as they say, emotions can sometimes get in the way.

Despite having an ailment that forever keeps her body as that of a 10-year old (she's actually 19), she fights with the sophistication of someone twice her age. Her ability to create a magical shield and superior athleticism make Shelke a formidable foe.

Personal Data

AGE	HEIGHT	OCCUPATION
10 (physically)	4'6"	Member of Tsviets



AZUL THE CERULEAN

Azul is a giant of a man who commands the attention and respect of all who meet him. Azul speaks slowly and isn't one to waste words, yet his sheer mass speaks volumes. As a member of the Tsviets, he takes his orders from Weiss like everyone else, but he is clearly in control out in the field.

As big as Azul is, his massive cannon is even bigger! Those who fight Azul must use his slow movement to their advantage and hope to out-manuever him, or else suffer the power of his large cannon.

Personal Data

AGE	HEIGHT	OCCUPATION
33	9'5"	Member of Tsviets



ROSSO THE CRIMSON

Rosso is the bloodthirsty femme fatale of the Tsviets. Never content to simply win a battle, Rosso seeks to make her foe suffer the most unbearable, excruciating levels of pain imaginable. She finds the utmost enjoyment in the suffering of others.

Rosso is a proud follower of Weiss and, like the other Tsviets, is willing to risk her life to deliver the Protomateria to Weiss. Rosso fights with a large, double-bladed sword that features a machine gun mounted to the center.

Personal Data

AGE	HEIGHT	OCCUPATION
25	5'4"	Member of Tsviets



NERO THE SABLE

Nero is the other member of the Tsviets under the command of Weiss. He gets his title from the dark cloud of emptiness that he controls. Nero is outfitted in various straps and possesses a series of mechanical "wings" on his back that serve as both firearms and swords. Nero refers to Weiss as his brother and speaks of him with tremendous affection in his voice.

Personal Data

AGE	HEIGHT	OCCUPATION
23	5'8"	Member of Tsviets



WEISS THE IMMACULATE

Weiss is the leader of the Tsviets and the defacto leader of all of Deepground. He is a former member of SOLDIER and has waited three years to launch his attack on the world, but the time has come. The secret world of Deepground has remained hidden from the world long enough as far as he is concerned.

Weiss is young, strong, and a gifted fighter. He is armed with tremendous powers—otherworldly powers at that—and fights with a pair of katana swords that double as machine guns.

Personal Data

AGE	HEIGHT	OCCUPATION
Unknown	6'2"	Leader of the Tsviets



HOJO

Professor Hojo was responsible for a lot of the problems facing the world over the past several years. He was the man whose experiments caused the birth of Sephiroth, he was responsible for Vincent's death so many years ago, and he even injected himself with Jenova cells to assist Sephiroth in his mission. Fortunately, the members of Avalanche were able to mortally wound him during the Jenova War.

Personal Data

AGE	HEIGHT	OCCUPATION
Deceased	5'7"	Former Scientist

CLOUD STRIFE



Although Cloud continued to harbor feelings of guilt concerning Aerith's death, his triumph over Kadow in *FINAL FANTASY VII: Advent Children* helped him find resolution and move on with his life. Cloud makes a small appearance in the game, along with his futuristic motorcycle, Fenrir. He helps lead the ground assault on Deepground.

Personal Data

AGE	HEIGHT	OCCUPATION
24	5'8"	Courier

TIFA LOCKHART



After helping Cloud set up his delivery service, Tifa got involved with the displaced youth of Midgar and opened an orphanage. She keeps in close contact with Cloud and Barret and remains the steadying force she always was—or at least tried to be. Although she has a small role in this game, she remains as likable as ever and continues to show the traits that always made her such a great friend.

Personal Data

AGE	HEIGHT	OCCUPATION
23	5'6"	7th Heaven Owner

BARRET WALLACE



Barret was happy to get a new prosthetic gun after the events of Meteorfall. Armed with this new limb—pun fully intended—he left in search of a new energy source to replace mako, leaving his daughter, Marlene, in Tifa's care.

Barret's enthusiasm remains strong and he happily helps lead the assault on Midgar by driving one of the Shadowfoxes into battle. Although his role is small, fans will no doubt enjoy seeing Barret shouting in his same old way with Tifa riding shotgun.

Personal Data

AGE	HEIGHT	OCCUPATION
38	6'6"	Unemployed

CID HIGHWIND



Cid hasn't changed a bit; he's still the best darn foul-mouthed, chain-smoker this side of Gaia. After marrying his former engineer, Shera, he sought fit to name his next ship after her. Cid's new airship, the Shera, is a wonderful piece of machinery and he proudly leads a WRO air division into battle against Deepground with it.

Personal Data

AGE	HEIGHT	OCCUPATION
35	5'10"	Airship Captain

GAME BASICS

GAMEPLAY TACTICS

To succeed in this game, players must learn to effectively master the following gameplay aspects: Exploration & Combat, Materia, Gun Customization, Limit Breakers, and Experience. This section explains each of these important elements and aims to compliment the helpful information provided in the official user's manual.

EXPLORATION & COMBAT

As Vincent, a player must work his way through 12 Chapters of battles and missions, containing roughly 90 different areas and countless enemies. To do so safely, the player should adopt the following tactics.

USE THE MAP

Move slowly when entering a new area and don't forget to make frequent inspections of the in-game map, as it often reveals alleys and other side-areas that you may have otherwise run right past. Many of these side-areas contain valuable items and gil.



SCOUT AHEAD

Many of the enemies don't just appear when Vincent reaches a certain point in the field; some of them are already in place waiting for him to show up. Use the Sniper Scope to scout the area up ahead and take the opportunity to line up a Critical Hit.



USE COVER

It's tempting to run headfirst toward the enemy with guns blazing, but this is not always the best option. Look for opportunities to hide behind cover. Not only does this give Vincent some relief from taking damage, but there are often angles that you can utilize that make it possible to shoot the enemy without fear of a counterattack.



CATCH YOUR FALL

Pressing the Square button and Left Analog Stick makes Vincent quickly dash away from an attack. You can also use this same button combination to avoid falling on the ground after suffering a blowback attack. Many enemies will attack with such force that it will hurl Vincent through the air and momentarily stun him on the ground. Get right into the battle—and lessen the damage sustained—by pressing the Square button right before Vincent hits the ground.



KEEP THE KILLCHAIN GOING



The power of Vincent's attacks increases with each successive enemy that is added to an active Killchain. Although the Killchain will expire after several seconds of inactivity, you can keep this Killchain active by destroying barrels and

crates. This makes it possible to "bridge the gap" between two groups of enemies and continue the Killchain from one battle into the next.

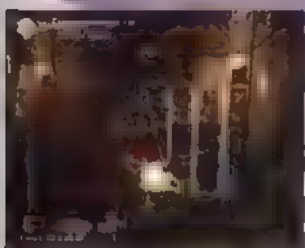
HEADSHOT SUPREME



Not every enemy has what is known as a "weak point", but refer to the Bestiary chapter in this book to find an enemy's weak point whenever possible. Not only does hitting a weak point inflict significantly more damage (and often result in

a one shot kill), but it also earns you a Critical Hit which counts toward the end-of-chapter rankings.

SWEEP THE LEG, JOHNNY!



Vincent is undeniably a master marksman, but don't forget that he is also quite proficient at martial arts. Look for opportunities to conserve ammunition by attacking nearby enemies with melee attacks. Not only does Vincent

possess a powerful melee combo attack—and can knock enemies to the ground—but some enemies prove invincible to bullets and can only be defeated with melee attacks. Vincent can also repel bullets and swat away missiles with his melee attacks if timed properly.

THE SAVVY SHOPPER



No matter how badly you may want to upgrade a new weapon, don't skimp on purchasing potions and ammunition. Consider pausing the game momentarily and skimming ahead a few pages in this guidebook and check

out the information in the tables associated with each map to see if Vincent can pick up enough items before deciding to spend all of your gil on a weapon upgrade. That being said, you should never miss an opportunity to purchase the maximum number of Ethers.

SMART ITEM USAGE

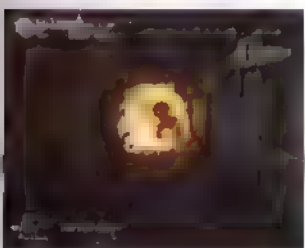
This mostly pertains to those looking to earn the coveted S-rank, but use your potions effectively to limit the number of items you consume. Rather than drink a Potion each time you suffer some damage, wait until you have suffered considerably more damage and use a Mega-Potion or Hi-Potion. Additionally, don't use an Ether before checking the maps in the walkthrough chapter to make sure that a Mako Point isn't nearby.



THE POWER OF MATERIA

It wouldn't be a *FINAL FANTASY* game without some form of magic and this one doesn't disappoint. Vincent will obtain three different forms of Materia that can be attached to his guns and used to fire powerful Materia Shots. Better yet is the fact that you can equip other accessories to boost the power of the Materia from its standard Lev 1 to a much more deadly Lev 2 or 3. Consult the following tables for information on each type of Materia.

FIRE MATERIA



Fire Materia results in an explosive blast that causes a large spherical-shaped blast zone. It is a fast attack that travels in a straight line and spreads out in a wall of flames when it hits something. It is a very effective attack against groups of lesser enemies and is relatively inexpensive to use.

LEV.	MP COST	FORCE	DIST.	EXP. RAD.	DMG. PER 1 MP
1	14	200	150 meters	2.65 meters	14.3
2	17	300	150 meters	4.03 meters	17.7
3	20	400	150 meters	6.33 meters	20.0

BLIZZARD MATERIA



Unlike Fire Materia, Blizzard zeroes in on a targeted enemy and will track after him or her for several seconds. When it makes contact, Blizzard freezes the enemy in place momentarily and causes significant damage. This serves to not only harm the enemy, but also interrupt his attack and lock him in place long enough for Vincent to perform a follow-up attack. Although not necessarily useful against large groups of enemies, Blizzard Materia is very effective against single, quick opponents.

LEV.	MP COST	FORCE	DIST.	EXP. RAD.	DMG. PER 1 MP
1	17	450	150 meters / 0.64 meters	28.1	
2	20	600	150 meters / 0.64 meters	30.0	
3	23	750	150 meters / 0.64 meters	32.6	

THUNDER MATERIA



Thunder Materia emits a powerful electric current that zaps an enemy that is hit with it, plus the current instantly spreads to nearby enemies and causes a chain reaction that can incapacitate a number of enemies. It can also knock all

enemies to the ground that are hit by it. The one drawback to using Thunder Materia is that it consumes a lot of MP.

LEV.	MP COST	FORCE	EFF. AREA, LENGTH	EFF. AREA, HEIGHT	DMG. PER 1 MP
1	17	250	12 meters	2.0 meters	14.7
2	25	600	14.5 meters	2.3 meters	24.0
3	33	999	17 meters	2.6 meters	30.3

GUN CUSTOMIZATION

Although Vincent's trusty Cerberus handgun has gotten him out of a lot of trouble over the years, the battle against Deepground requires a bit more firepower. This game contains dozens of different gun parts, many of which you upgrade through a series of modifications.

Vincent has three weapon slots that you can save individual weapon configurations to and then switch between them on the fly with a press of the L2 button. Best of all, the same gun part can be simultaneously attached to all three weapon configurations—there's no need to have three identical parts because one can be used numerous times at the same time!



How you customize your weapons configurations will likely come down to two things: 1) your own personal playing style; and 2) the situation at hand. Although the ability to change weapon configurations is just a button press away, we recommend having three preconfigured guns available at all times. Before getting started on your own weapon customization, it's important to understand the different characteristics of each part and how they affect the overall capabilities of the weapon.

Gun Part Parameters

CATEGORY	NAME	EXPLANATION
WT	Weight	The heavier the part, the slower Vincent moves when the gun is raised.
POW	Power	The higher this value, the more damage that the gun can cause when it is fired.
SPD	Speed	This relates to the gun's firing rate. The higher this value, the faster you can fire the gun in quick succession.
RNG	Range	This represents the Dist. at which Vincent can target an enemy and make an accurate shot. The higher the value, the further you can aim the gun.
LONG	Long	This is the part's impact on long-range accuracy. The higher the value, the more accurate you will be at shooting distant enemies.
MED	Medium	The gun part's impact on overall, medium-range accuracy. The higher the value, the more accurate the gun is at medium range enemies (most enemies are encountered at medium range).
SHORT	Short	The part's effectiveness at short-range accuracy. The higher this value, the better the gun is in close range situations.

As stated previously, there are dozens of modifications available and how you customize your weapon is largely dependent on your personal playing style. For more information on customizing your gun, read the Gun Data chapter.

HOW TO PLAYERS



As anyone who has played *FINAL FANTASY VII* knows, Vincent has an ability within him to transform into a creature known as the Galian Beast. This is performed by using a Limit Breaker item.

This item, while relatively rare,

allows Vincent to temporarily transform into an extraordinarily powerful creature capable of powerful combo attacks and the ability to hit distant enemies with homing fire projectiles! Even better yet, using a Limit Breaker instantly replenishes Vincent's entire HP gauge.

Other benefits include an increase in jumping ability, a faster and longer dash maneuver, and greatly improved resistance to enemy attacks. Nevertheless, the Galian Beast's main ability is his homing fire projectiles and improved melee combos.

Vincent Versus the Galian Beast

ATTACK	VINCENT'S POWER	GALIAN BEAST'S POWER
First Melee Attack	10	85
Second Melee Attack	15	90
Third Melee Attack	20 + 30	155
Fourth Melee Attack	2x25 + 30	200

* Values change depending on a player's level

EXPERIENCE

Unlike other games in the *FINAL FANTASY* universe, *Dirge of Cerberus: FINAL FANTASY VII* features a leveling system that enables players to choose how to use their earned Experience after completing each chapter. Vincent does not "Lev. up" during the progression of a level. Instead, you can use the Experience earned over the course of a chapter to level up all at the conclusion of a chapter. The player also has the option to convert the Experience into gil at a rate 10x the total of Exp.



The high cost of certain gun modifications makes the latter a tempting option, but it's important to strike a balance between the two choices.

Although it's possible to complete the game at a very low level, it will be a bit easier

for those who choose to level up. After all, the additional HP and increased Strength, Defense, Dexterity, and Intelligence combine to make Vincent a much more formidable foe.

Lev. Data

LEV.	TOTAL EXP.	MP	STR	DEF	DEX	INT
1	0	780	2	4	2	1
2	20	860	4	8	5	2
3	100	940	6	12	8	3
4	240	1020	8	16	11	4
5	440	1100	10	20	14	5
6	700	1180	12	24	18	6
7	1020	1260	14	28	21	7
8	1400	1340	16	32	24	8
9	1840	1420	18	36	27	9
10	2340	1500	20	40	30	10
11	2900	1550	23	42	32	11
12	3484	1600	26	44	34	12
13	4092	1650	29	46	36	13
14	4724	1700	32	48	38	14
15	5380	1750	35	50	40	15
16	6060	1800	38	52	42	16
17	6764	1850	41	54	44	17
18	7492	1900	44	56	46	18
19	8244	1950	47	58	48	19
20	9020	2000	50	60	50	20
21	9820	2040	52	62	52	22
22	10640	2080	54	64	54	24
23	11480	2120	56	66	56	26
24	12340	2160	58	68	58	28
25	13220	2200	60	70	60	30
26	14120	2240	62	72	62	32
27	15040	2280	64	74	64	34
28	15980	2320	66	76	66	36
29	16940	2360	68	78	68	38
30	17920	2400	70	80	70	40
31	18920	2430	72	81	72	43
32	20000	2460	74	82	74	46
33	21160	2490	76	83	76	49
34	22400	2520	78	84	78	52
35	23720	2550	80	85	80	55
36	25120	2580	82	86	82	58
37	26600	2610	84	87	84	61
38	28160	2640	86	88	86	64
39	29800	2670	88	89	88	67
40	31520	2700	90	90	90	70
41	33320	2730	91	91	91	73
42	35190	2760	92	92	92	76
43	37130	2790	93	93	93	79
44	39140	2820	94	94	94	82
45	41220	2850	95	95	95	85
46	43370	2880	96	96	96	88
47	45590	2910	97	97	97	91
48	47880	2940	98	98	98	94
49	50240	2970	99	99	99	97
50	52670	3000	100	100	100	100

THE RANKING SYSTEM

At the end of each chapter, the player is ranked on a number of different categories and awarded a gil bonus based on the cumulative rank for that chapter. Each chapter contains its own individual ranking standards, which are included at the beginning of each walkthrough chapter. The data presented there is applicable to both the Normal and Hard difficulty modes.

Chapter Rankings

CATEGORY	DESCRIPTION
Targets Destroyed	Total number of enemies killed during the chapter
Accuracy Rate	Percentage of shots fired that hit their mark
Damage Sustained	Amount of HP loss during the chapter
Critical Hits	Number of shots that struck an enemy at its Weak Point and caused a Critical Hit
Killchains	Total number of enemies killed during all Killchains
Items Used	Number of consumable items used during the chapter
Magic Casted	Number of Materia Shots fired during the chapter
Mako Collected	Percentage of all Mako Points utilized in the chapter
Times KO'd	Number of times the player receives a Game Over
Time Expired	Amount of time needed to complete the chapter

The player is assigned a rank based on the individual chapter's requirements for each of these 10 categories, with "S" being the highest and "D" the lowest. To calculate an overall Chapter Rank and gil Bonus, these ranks are each assigned a point value and totaled.

Rank Point Values

GRADE	POINT VALUE
S	100
A	50
B	30
C	20
D	10

Overall Chapter Rank and gil Bonus

CHAPTER RANKING	POINT TOTAL	GIL BONUS
S	>700	5000
A	500-699	2000
B	400-499	1000
C	200-399	500
D	<199	0

EXTRA HARD RANKING DATA

As previously stated, the ranking data included in the Walkthrough portion of this strategy guide is pertinent for Normal and Hard modes, but not for the Ex Hard mode. For those looking for a total challenge and wondering what it takes to get the best rank, check out the following tables of ranking data.

1: Sea of Flames

CATEGORY	S	A	B	C	D
Targets Destroyed	>162	161-150	149-120	119-90	<90
Accuracy Rate	>75%	74%-65%	64%-50%	49%-30%	<30%
Damage Sustained	<950	951-1600	1601-2400	2401-3200	>3200
Critical Hits	>140	139-120	119-100	99-80	<80
Killchains	>140	139-120	119-100	99-75	<75
Items Used	<6	7-10	11-15	16-18	>18
Magic Casted	>8	7-6	5-4	3-2	<2
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Time Expired	<20:00	20:01-28:20	28:21-38:20	38:21-50:00	>50:00

2: Showdown in the Wastes

CATEGORY	S	A	B	C	D
Targets Destroyed	>65	64-55	54-35	34-20	<20
Accuracy Rate	>15%	14%-11%	10%-8%	7%-5%	<5%
Damage Sustained	<1000	1001-1400	1401-2000	2001-2800	>2800
Critical Hits	>15	14-12	11-10	9-5	<5
Killchains	>35	34-25	24-15	14-10	<10
Items Used	<3	4-6	7-9	10-11	>11
Magic Casted	>8	7-6	5-4	3-2	<2
Mako Collected	100%	99%-75%	74%-50%	49%-25%	<25%
Times KO'd	0	1	2	3	>4
Time Expired	<11:40	11:41-16:40	16:41-21:40	21:41-26:40	>26:40

3: Silent Edge

CATEGORY	S	A	B	C	D
Targets Destroyed	>100	99-95	94-80	79-65	<65
Accuracy	>75%	74%-65%	64%-50%	49%-30%	<30%
Damage Sustained	<1650	1651-2100	2101-2800	2801-3600	>3600
Critical Hits	>80	79-70	69-60	59-50	<50
Killchains	>40	39-32	31-25	24-20	<20
Items Used	<7	8-12	13-17	18-20	>20
Magic Casted	>8	7-6	5-4	3-2	<2
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Completion Time	<20:00	20:01-30:00	30:01-41:40	41:41-50:00	>50:00

4: Headquarters Under Siege

CATEGORY	S	A	B	C	D
Enemies Killed	>95	94-88	87-73	72-63	<63
Accuracy Rate	>60%	59%-50%	49%-35%	34%-20%	<20%
Damage Sustained	<1600	1601-2700	2701-3800	3801-5000	>5000
Critical Hits	>63	62-53	52-43	42-33	<33
Killchains	>45	44-35	34-25	24-10	<10
Items Used	<10	11-14	15-20	21-26	>26
Magic Casted	>8	7-6	5-4	3-2	<2
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<29%
Times KO'd	0	1	2	3	>4
Time Expired	<25:00	25:01-30:00	30:01-36:40	36:41-41:40	>41:40

5: Manner of Despair

CATEGORY	S	A	B	C	D
Enemies Killed	>170	169-150	149-130	129-120	<120
Accuracy Rate	>80%	79%-70%	69%-60%	59%-40%	<40%
Damage Sustained	<4300	4301-5600	5601-7000	7001-8400	>8400
Critical Hits	>120	199-105	104-85	84-70	<70
Killchains	>105	104-90	89-75	74-60	<60
Items Used	<12	13-18	19-26	27-30	>30
Magic Casted	>10	9-7	6-5	4-3	<3
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Time Expired	<45:00	45:01-55:00	55:01-65:00	65:01-75:00	>75:00

6: Background Strikes Back

CATEGORY	S	A	B	C	D
Targets Destroyed	>120	119-105	104-90	89-70	<70
Accuracy Rate	>70%	69%-60%	59%-50%	49%-30%	<30%
Damage Sustained	<3800	3801-5000	5001-6500	6501-8000	>8000
Critical Hits	>125	124-100	99-80	79-60	<60
Killchains	>80	79-65	64-45	44-25	<25
Items Used	<8	9-14	15-19	20-26	>26
Magic Casted	>8	7-6	5-4	3-2	<2
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Time Expired	<25:00	25:01-30:00	30:01-40:00	40:01-50:00	>50:00

10: Shunra's Dark Secret

CATEGORY	S	A	B	C	D
Targets Eliminated	>210	209-180	179-130	129-100	<100
Accuracy Rate	>43%	42-37%	36%-30%	29%-25%	<25%
Damage Sustained	<15000	15001-19000	19001-23000	23001-27000	>27000
Critical Hits	>75	74-65	64-55	54-45	<45
Killchains	>165	164-150	149-135	134-115	<115
Items Used	<17	18-26	27-36	37-45	>45
Magic Casted	>11	10-8	7-6	5-4	<4
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Completion Time	<66:40	66:41-76:40	76:41-86:40	86:41-100:00	>100:00

11: Beginnings

CATEGORY	S	A	B	C	D
Targets Eliminated	>100	99-90	89-75	74-40	<40
Accuracy Rate	>60%	59%-50%	49%-40%	39%-30%	<30%
Damage Sustained	<20000	20001-24000	24001-28000	28001-33000	>33000
Critical Hits	>90	89-70	69-50	49-30	<30
Killchains	>35	34-28	27-20	19-10	<10
Items Used	<17	18-26	27-35	36-44	>44
Magic Casted	>8	7-6	5-4	3-2	<2
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Completion Time	<53:20	53:21-58:20	58:21-66:40	66:41-80:00	>80:00

12-1: Omega and Chaos

CATEGORY	S	A	B	C	D
Targets Eliminated	>75	74-70	69-50	49-30	<30
Accuracy Rate	>80%	79%-70%	69%-60%	59%-40%	<40%
Damage Sustained	<3000	3001-3600	3601-5000	5001-6500	>6500
Critical Hits	>10	9-6	5-4	3-1	<1
Killchains	>50	49-45	44-30	29-15	<15
Items Used	<2	3-4	5-6	7-8	>8
Magic Casted	>5	4	3-2	1	0
Mako Collected	N/A	N/A	N/A	N/A	N/A
Times KO'd	0	1	2	3	>4
Completion Time	<15:00	15:01-16:10	16:11-18:20	18:21-25:00	>25:00

12-2: A Single Phoenix

CATEGORY	S	A	B	C	D
Targets Eliminated	>80	79-50	49-30	29-20	<20
Accuracy Rate	>70%	69%-60%	59%-50%	49%-30%	<30%
Damage Sustained	<50	51-100	101-1000	1001-2000	>2000
Critical Hits	>20	19-10	9-5	4-1	0
Killchains	>20	19-15	14-10	9-5	<5
Items Used	<2	3-4	5-6	7-8	>8
Magic Casted	>5	4	3-2	1	0
Mako Collected	N/A	N/A	N/A	N/A	N/A
Times KO'd	0	1	2	3	>4
Completion Time	<15:00	15:01-20:00	20:01-30:00	30:01-50:00	>50:00

9: An Empire In Ruins

CATEGORY	S	A	B	C	D
Targets Eliminated	>170	169-150	149-135	134-100	<100
Accuracy Rate	>75%	74-65%	64%-55%	54%-30%	<30%
Damage Taken	<5000	5001-6500	6501-8800	8801-1100	>1100
Critical Hits	>90	89-80	79-60	59-50	<50
Killchains	>100	99-80	79-70	69-50	<50
Items Used	<9	10-16	17-22	23-30	>30
Magic Casted	>8	7-6	5-4	3-2	<2
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Completion Time	<40:00	40:01-45:00	45:01-51:40	51:41-60:00	>60:00

Cumulative Ranking

CATEGORY	S	A	B	C	D
Targets Eliminated	>1512	1511-1323	1322-1058	1057-798	<798
Accuracy Rate	>67%	66%-57%	56%-46%	45%-29%	<29%
Damage Sustained	<65,560	65,561-83,101	83,102-105,300	105,301-129,500	>129,500
Critical Hits	>933	932-771	770-612	611-465	<465
Killchains	>790	789-645	644-490	489-310	<310
Items Used	<112	113-184	185-262	263-331	>331
Magic Casted	>103	102-77	76-51	50-27	<27
Mako Collected	>91%	90%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1-13	14-26	27-39	>39
Completion Time	<6:31:20	6:31:21-7:54:30	7:54:31-9:43:20	9:43:21-11:55:00	>11:55:00



01

SEA OF FLAMES

Three years have passed since Vincent was plucked from atop the exploding mako cannon in Midgar and he's spent much of that time alone thinking about his former love, Lucrecia. Then one day he receives a message from Reeve, the former Head of Urban Development for Shinra who eventually joined forces with Avalanche to help protect the planet. Reeve is now the head of the World Regenesis Organization (WRO) and needs to speak with Vincent in the town of Kalm. The message comes just as a news report appears on the television concerning the discovery of an underground wing of the Shinra building in Midgar. It is said that thousands are believed to have once been used in vile human experiments performed by a secret sector of the Shinra Corporation.

Vincent arrives in Kalm in conjunction with the town's festival celebrating its reconstruction. But as he sits by the window of his room waiting for Reeve to contact him, he is startled by an explosion. A large contingent of unfamiliar soldiers are ambushing the town and massacring its residents. Vincent is slow to involve himself but the pilot of one of the enemy crafts forces the issue by opening fire on Vincent from close range.

New Enemies Encountered

DG SOLDIER

ENEMY
ANALYSIS

Deepground Soldiers are the most common enemies in the game. They typically attack in groups of three and are armed with low-powered assault rifles.

BEAST SOLDIER

ENEMY
ANALYSIS

These odd creations appear as if they were once a normal DG Soldier, only now they move about on all fours like a dog. They can quickly pounce on their prey and attack with quick knife strikes.

DG COMMANDER

ENEMY
ANALYSIS

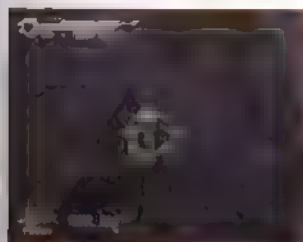
Deepground Commanders rarely make themselves visible, as they prefer to leave the combat up to the grunts they command. That said, they possess more armor and firepower than standard DG Soldiers.

Ranking Summary

Earning an S-rank in the opening chapter isn't impossible, provided you are familiar with how the game is played. Perhaps the most difficult aspect to earning the highest rank is completing the chapter within the time constraints to earn the higher ranking. To do so, you must not waste time seeking out Items or Memory Capsules, but instead focus on running through the area efficiently.

Another key to earning this rank is to use the Limit Breaker to refill the MP gauge in lieu of consuming multiple Potions. This will not only help reduce the number of Items consumed, but also the time spent as the Golden Beast will reduce the amount of MP lost during battle.

KALM 1



MEMORY CAPSULE #1

The first of the Memory Capsules is located on the rooftop with the white stone chimneys in the center of the area. You can shoot it from atop the northern wall while facing due south into the center of the area.

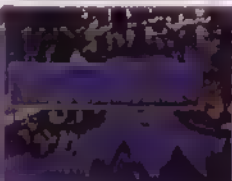


Treasure Legend

ITEM	
Poison	1
500 gil	2
Poison	3

01 - SEA OF FLAMES

Kalm: Then and Now



Gun Ports Found

NAME	CATEGORY	WT	POW	SPD	RNG
Fire Materia	Accessory	30	N/A	N/A	N/A
Sniper Scope	Scope	750	N/A	N/A	N/A
Long Barrel	Barrel	1650	70	80	150
Short Barrel	Barrel	360	35	150	25
Iron	Frame	1050	25	150	20
Steel Relief	Accessory	30	N/A	N/A	N/A

Chapter Ranking

CATEGORY	S	A	B	C	D
Targets Destroyed	>100	99-80	79-60	59-40	<40
Accuracy Rate	>75%	74%-65%	64%-50%	49%-30%	<30%
Damage Sustained	<950	951-1600	1601-2400	2401-3200	>3200
Critical Hits	>90	89-70	69-50	49-20	<20
Killchains	>80	79-60	59-40	39-20	<20
Items Used	<5	6-8	9-12	13-15	>15
Magic Casted	>8	6-7	4-5	2-3	<2
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Completion Time	<20:00	20:01-28:20	28:21-38:20	38:21-50:00	>50:00

BATTLE

A

ENEMY	QUANTITY
DG Soldier	3



The game begins with Vincent atop a rooftop on metal scaffolding. Three enemies are positioned high on the roof directly in front of him. Quickly raise the gun and fire. Tap the Right Analog Stick to quickly

toggle between enemies and Killchain all three of them in a barrage of gunfire

BRIEFCASE LOWDOWN

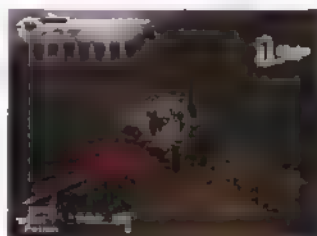
The world of Dirge of Cerberus is littered with numerous briefcases that contain everything from consumable items to gun parts to gil. Each item is marked on the accompanying maps in each walkthrough. Note that Vincent can only carry a certain number of items; if he doesn't pick up an item after walking over it (its name will appear red in color on the lower left-hand corner of the screen), it's because he can't fit its contents into his inventory.

BATTLE

B

ENEMY	QUANTITY
DG Soldier	2

Climb the ladder near the enemy and quickly sidestep to the left before he is alerted. This will make it possible to quickly Killchain the nearby enemy with the one up the stairs in the distance. Moving into positions that afford unobstructed views of unsuspecting enemies is a great way to ensure high accuracy and lengthy Killchains.



CRATE SMASHING

Always look for white cargo crates, as many of them contain gil and other useful items. Conserve ammunition when breaking one open and use a series of melee attacks instead. The first such crate is located on the castle wall, around the corner to the south, and contains 500 gil!

BATTLE

C

ENEMY	QUANTITY
DG Soldier	4

It's possible to dispose of the four enemies on the walkway in the distance with a single shot from atop the castle wall.

Before crossing the catwalk over to their location, fix your sights on the explosive barrel near the DG Soldiers. It takes just a single bullet to rupture the barrel and kill all four enemies simultaneously



BATTLE

D

ENEMY	QUANTITY
DG Soldier	2



Take out the two enemies in the distance from atop the metal platform near the pump. Switch to a first-person view prior to stepping onto the castle wall, as this will prevent them from spotting Vincent and getting off the first shot

BATTLE

E

ENEMY	QUANTITY
DG Soldier	1

Continue past the stairwell to the end of the castle wall to find another briefcase. Approach the edge of the wall, look toward the west (to the right) and defeat the lone enemy standing on the distant platform. This is a completely optional battle, but one that helps pad your stats and is important to earning an S-Rank



BATTLE

F

ENEMY	QUANTITY
DG Soldier	2



Slowly descend the stairs in the stairwell until you hear a woman's voice. Raise the gun and sidestep to the left to fix the reticule on her. Pull the trigger for a headshot, but be ready to handle two more enemies who emerge from the next flight of stairs. Maintain a steady aim and blast them as they round the corner into view. Continue down the stairs and out onto the streets of Kalm.

KALM 2, SOUTH SIDE

MEMORY CAPSULE #2

This Memory Capsule is located behind a window on the second floor of a house across the street from the Mako Point. It is behind the window just above the door of the second house before the street angles to the northeast.



Treasure Legend

#	ITEM
1	Potion
2	Fire Materia
3	500 gil
4	500 gil

STAGE MISSION 1

SUMMARY

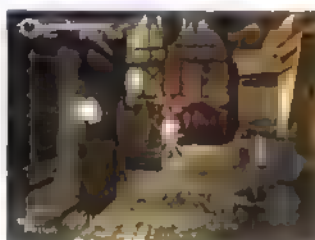
	S	A	B	C	D
Save 25 Civilians from DG Ambush	>24	23 22	21 16	15 8	<7

The invasion came at a time of celebration as the town gathered for a festival to celebrate its reconstruction. As the gunshots rang out and the fires began to blaze, a total of 25 townsfolk fled into the night. Vincent must help these folks reach safety by eliminating the DG Soldiers hunting them down.

MISSION 1-1

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	3	4 Civilians

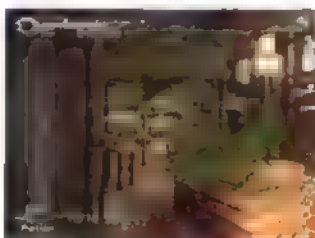
Upon exiting the stairwell, reload the gun and run to the far end of the alley. Four civilians will come running in terror around the corner—it's up to Vincent to quickly eliminate their pursuers so that they can make a safe getaway. Switch to a first-person view and rush past the civilians while firing at the DG Soldiers. Step in the way of their bullets to protect the townsfolk and, if necessary, use melee attacks to finish off the assailants.



MISSION 1-2

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	3	3 Civilians
Beast Soldier	1	N/A
DG Soldier	2	1 Civilian

Slowly round the corner while remaining near the left side of the alley and take aim at the enemy on the left, nearest the three civilians. Shoot this particular enemy in the head so the villagers can make a run for freedom. Now quickly eliminate the enemy on the right. This one is closer to your location and will have a clean shot at Vincent, so act fast! A Beast Soldier will approach on four legs from further down the road; it just takes one bullet to the head to drop it.



Continue south along the road a few paces to the next intersection to find a lone man running. Quickly eliminate his two pursuers with a pair of gunshot blasts to save him.

MAKO POINT

Although Vincent has some business to tend to further up the road, duck into the narrow alley where the man appeared to find the first Mako Point. In addition, there is a Fire Materia item. Equip this item on Vincent's gun and walk onto the Mako Point to gain MP. Now Vincent can fire an explosive Materia Shot with his gun.

MISSION 1-3

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	2	3 Civilians
Beast Soldier	1	N/A

Enter the alley at the south end of the road and fire a Materia Shot to eliminate the three enemies before they reach the chain-link fence in the distance. There are three young villagers hiding in the two dead-ends beyond the fence and Vincent must eliminate the DG Soldiers and Beast Soldier before they find them. With the foes slain, grab the 500 gil from the briefcase behind the crate and locate the villagers to let them know the coast is clear.



The blue glowing pools of magic on the street are Mako Points. Walking over them enables Vincent to absorb the magic he needs to fire a Materia Shot from any gun equipped with a Materia accessory. Materia comes in many different forms; the first Materia is fire-based and is located inside the Intefune near the Mako Point. Equip a gun with materia and press the L1 button to fire a Materia Shot.

MATERIA SHOTS

BATTLE A

ENEMY	QUANTITY
DG Soldier	5
Beast Soldier	1



Watch the Dragonfly take the prisoner container away and slowly proceed down the alley while hugging the left-hand side. Shoot the explosive barrel to kill the first group of enemies, then reload the gun and watch for one more to appear from the left. Destroy the crates in the distance to claim 500 gil and approach the electromagnetic barricade on the right.

Vincent must find a Cardkey to deactivate the barricade, fortunately, one is nearby. Shortly after investigating the barricade, two more enemies appear, one from the door near the barricade and another from the alley to the south. Eliminate the threats and use the Cardkey to continue.

MISSION

1-4

ENEMY	QUANTITY	MISSION NOTE
N, A	N/A	4 Civilians



As Vincent approaches the next intersection, four more civilians cross his path from the left as the sound of machinegun fire rings out. The Dragonfly has spotted them and is opening fire! Vincent must quickly raise his gun and

shoot the Dragonfly to scare it off its path. One direct hit is all it takes to buy the villagers enough time to hide

BATTLE

B

ENEMY	QUANTITY
DG Soldier	8



Watch for a lone enemy to emerge from behind the door on the left as you proceed down this particular road. He appears at close range, so keep the gun raised and fire fast! Three more foes enter the alley and attack

beyond the Mako Point. Keep the gun raised and open fire on them as soon as they appear. Sidestep to the left or right while firing to dodge their attacks. Continue around the bend and finish off the final two enemies in this area

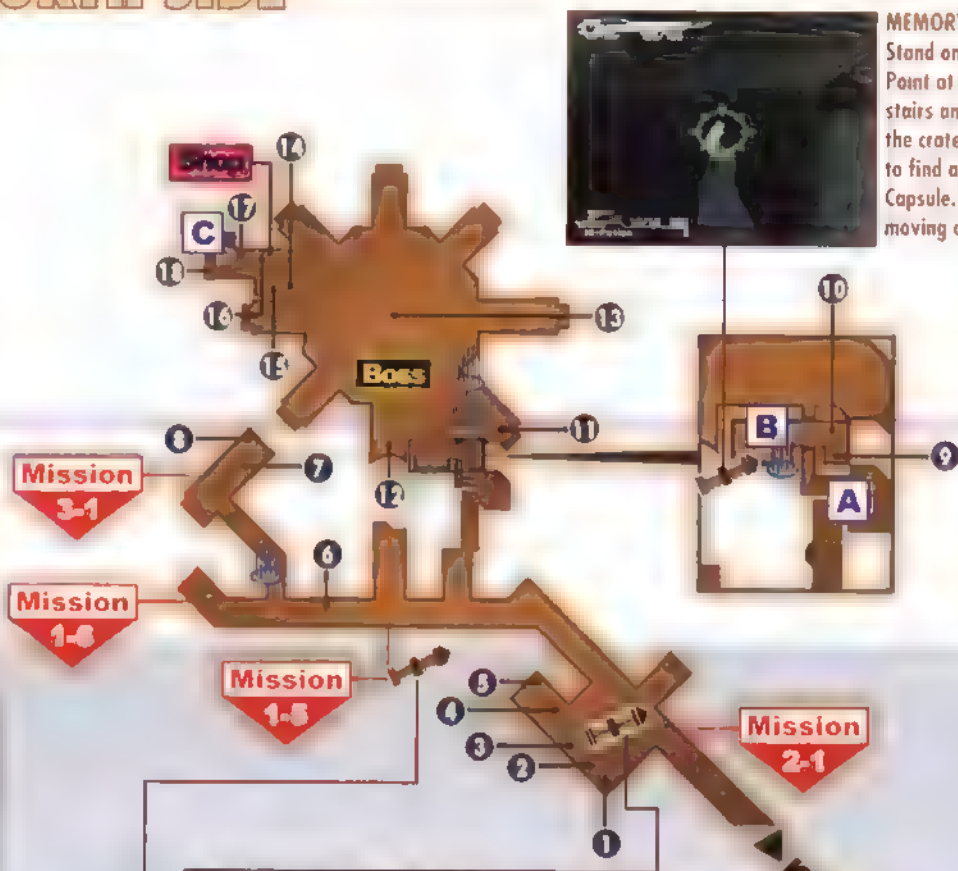
LIMIT BREAK

Pick up the item dropped by the DG Soldier who emerges from the first door, as it will be a **Limit Breaker**. This item enables Vincent to transform into the powerful **Gohan Beast**. Not only does this refill his HP gauge, but it also makes him extremely strong and durable. Press the L1 and R1 buttons simultaneously to end the Limit Break early.

KALM 2, NORTH SIDE

Treasure Legend

ITEM
1 Phoenix Down
2 Potion
3 Hi Potion
4 500 gil
5 Sniper Scope
6 Cardkey
7 500 gil
8 Phoenix Down, Handgun Bullets x180
9 Hi Potion, Handgun Bullets x180
10 Box
11 Potion x2
12 Limit Breaker
13 Phoenix Down
14 500 gil
15 500 gil
16 500 gil, Handgun Bullets x180
17 Short Barrel



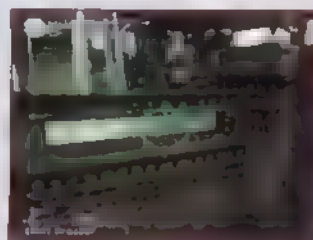
MEMORY CAPSULE #5

Stand on the Mako Point at the base of the stairs and look beyond the crates and barrels to find another Memory Capsule. Shoot it before moving on.



MEMORY CAPSULE #4

Head northwest away from the fountain to the barricade up ahead. After being prompted concerning the Cardkey mission, turn and shoot the Memory Capsule atop the wooden scaffolding high up on the nearby building to the south.



MEMORY CAPSULE #3

Stand on the northeast side of the fountain and look between the gap in the wall of the fountain and the upper edge. The Memory Capsule is visible sticking out of the water. If you're unable to see it, try standing on the nearby barrel.

STAGE MISSION 2

SUMMARY

Save the Abducted Girl!

1

N/A

N/A

N/A

0

As Vincent enters the north side of town, he witnesses a prisoner being captured. One of the Beast Soldiers carries a young girl off to one of the nearby transport containers, while another beast threatens the girl's terrified mother. Vincent must free the young girl before the Dragonfly comes to take the container away!

MISSION 2

ENEMY	QUANTITY	MISSION NOTES
DG Soldier	5	2 Civilians
Beast Soldier	2	N/A

After the girl is taken into the transport container, turn toward the area on the right and shoot the enemy baring its teeth at the mom. Reload the gun and approach the fountain. Several enemies will take aim at Vincent here, so be ready. Crouch down next to the barrel near the fountain and watch for an enemy to appear in the windows to the north and to the south. Another enemy appears on foot from behind the container with the girl in it. Run a quick lap around the area to flush out the other beast lurking in the vicinity, then approach the container and open it.



It will take 14 seconds for the container to open. Use this time to reload the gun and back away from the container's entrance. The beast that carried the girl away will lunge forward when the container door fully opens—shoot it in the head when it does to complete this mission. Saving the woman and child not only ends Mission 2, but also adds two more townsfolk to the tally of rescued civilians for Mission 1.

STAGE MISSION 3

SUMMARY

Locate the 4 Cardkeys!

4

3

N/A

N/A

N/A

To make his way across town to find Reeve, Vincent must deactivate several of the electromagnetic barricades that the DG Soldiers have erected. To do this, he must find the Cardkeys. He's already found one of the four to get this far. The remaining three Cardkeys are located on the maps provided in this chapter.

MISSION 1-5

ENEMY	QUANTITY	MISSION NOTES
DG Soldier	2	1 Civilian
Beast Soldier	1	N/A

Enter the dead end alley to the west of the laser gate where Vincent learned of his third mission. Quickly fire a Materia Shot at the group of enemies closing in around the small child. The Beast Soldier may escape this initial blast, so be ready to fire an extra round or two to Killchain it with the others.



MISSION 1-6

ENEMY	QUANTITY	MISSION NOTES
DG Soldier	4	3 Civilians

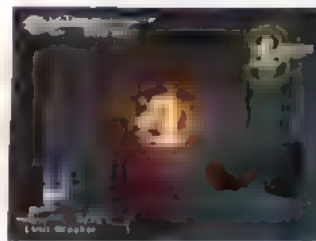
Follow the main road to the west and acquire the **Sniper Scope** along the way. Equip the Sniper Scope and continue to where the gap in the large fire is to the south. Three civilians are trapped between the fire and four DG Soldiers closing in from the rear. Fire a Materia Shot between the townsfolk when the enemies are within range. This should eliminate two or three of them. Quickly fire another Materia Shot at the stragglers to kill them before they harm the civilians. Press the R3 button to zoom in with the Sniper Scope to better see the DG Soldiers amidst the smoke.



MISSION 3-1

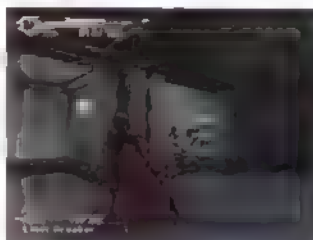
ENEMY	QUANTITY	MISSION NOTES
DG Soldier	4	1 Cardkey

Approach the Mako Point in the alley to the northwest while in a crouch position to avoid detection. From there, Vincent can shoot the explosive barrel in the distance to eliminate the four enemies in a single blast. There is a second barrel slightly closer to Vincent's position that can be used if the enemies advance. Proceed to the dead-end and collect the next **Cardkey** and **500 gil**. Now it's time for Vincent to return to the barricade (where the third mission was revealed) and enter the small building to the north.



BATTLE A

ENEMY	QUANTITY
DG Soldier	5



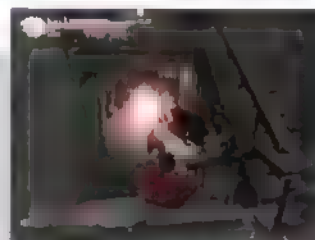
A total of five enemies attack from within the stairwell. The first three descend the stairs toward Vincent as he rounds the first corner to the right. Retreat out of sight from the stairs to the hallway on the side and pop the enemies as they come into view.

The other two are located at the top of the stairs. They are both in the kneeling position with rifles shouldered, so be careful! Strafe up the first set of stairs while facing to the right, then immediately blast the DG Soldiers before they get a bead on Vincent's position.

BATTLE B

ENEMY	QUANTITY
DG Soldier	4

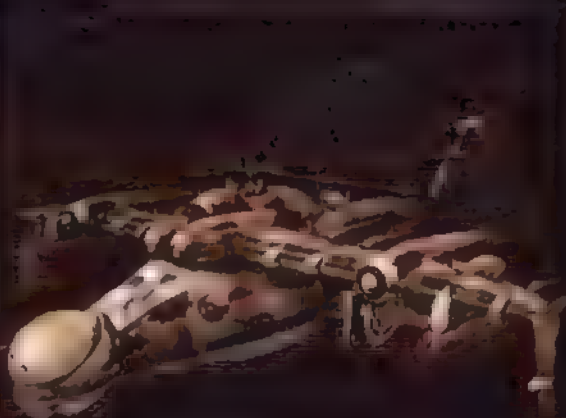
This is a great spot to use a Limit Breaker, as Vincent is likely to take some damage and the positioning of the enemies at the bottom of the stairwell puts Vincent at a disadvantage. As the Galian Beast, Vincent can unleash powerful projectiles and deadly melee combination attacks. He's also more resistant to gunfire. Watch for the DG Soldier closest to the door to drop the **Long Barrel** part. Equip this barrel at once, as it will prove vital in the next scene.



DRAGONFLY

WEAPON	1	2	3
FRAME	Cerberus	Cerberus	N/A
BARREL	Normal Barrel	Long Barrel	N/A
SCOPE	Sniper Scope	Sniper Scope	N/A
OPTION	N/A	N/A	N/A
ACCESSORY	Fire Materia	Fire Materia	N/A
BULLETS	Handgun Bullets	Handgun Bullets	N/A

TYPE	Machin Gun	Twin Rockets	DG Soldiers
DAMAGE	8	80	50
WHEN USED	Throughout entire battle	Throughout entire battle	Only after receiving 50% damage



The Dragonfly flies in wide circles around the perimeter of the town square. Although there is a briefcase atop the metal structure in the center (as well as several breakable crates containing a couple of Potions in the area), don't worry about collecting them at this time unless it becomes absolutely necessary. You will return to this area in the not-so-distant future, so concentrate on the battle at hand.

The area also contains numerous explosive barrels. Stay clear of them when attempting to dodge incoming rockets, as they will intensify the explosion caused by the rockets. These barrels will come in handy when the Dragonfly deploys its squad of ground troops.

Switch to the gun equipped with the Long Barrel and fire at the Dragonfly as it circles the area. Resist the urge to fire a Materia Shot until the Dragonfly is squared-up in Vincent's direction, as it will otherwise likely sail wide of the target. The Dragonfly primarily attacks with machinogun fire in this early stage, so stay on the move to avoid getting hit. It may also fire a pair of missiles. Vincent can shoot the missiles out of the air, or dash and move out of the way. Press the Left Analog Stick in conjunction with the Square button to perform a dodge maneuver.

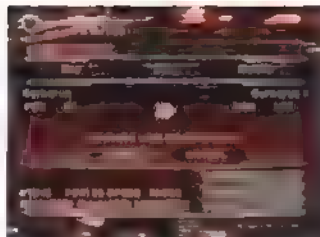


Continue firing at the Dragonfly with standard gunshots and appropriately timed Materia Shots to whittle down its HP to 50%. When this occurs, the Dragonfly swoops in close to the ground and deploys a number of DG Soldiers. Although the DG Soldiers can prove to be a nuisance, you can actually use them against the Dragonfly. Switch to the gun equipped with the Normal Barrel and rapidly Killchain the DG Soldiers with the help of the explosive barrels scattered throughout the area. As the Killchain continues to grow, each of Vincent's attacks get that much more powerful.

While the Killchain is still active, quickly turn and fire a Materia Shot at the Dragonfly. A direct hit, especially on the nose cone, will all but destroy it! For example, a direct hit made while a Killchain of 9 is active will inflict over 400 HP worth of damage!



The Vending Machine is located beyond the first door on the right in the office building from which Vincent flees after battling the Dragonfly. Before you purchase anything, however, scour each room in the first floor of the office building to acquire other items and gil. Also, don't forget to upgrade the Cerberus frame and top off the inventory with Potions and Phoenix Down. There are plenty of Handgun Bullets available inside a briefcase in the room at the end of the hall, so don't waste any gil on them right now.



BATTLE C

ENEMY	QUANTITY
DG Soldier	8
DG Commander	1

Climb the stairs in the office building with the new Short Barrel and upgraded Cerberus frame equipped. Several enemies attack at close range immediately following the cinematic. Quickly fire a Materia Shot to knock the first wave back and use this momentary reprieve to slip behind the barrels for partial cover. Additional enemies funnel into the room via the large hole in the wall. Vincent can take them out one at a time as they come into view thanks to the rapid-fire capability of this new weapon configuration. Keep the Killchain going so that when the more powerful DG Commander enters the room, Vincent can pop him with a single shot that delivers more than 600 HP worth of damage!



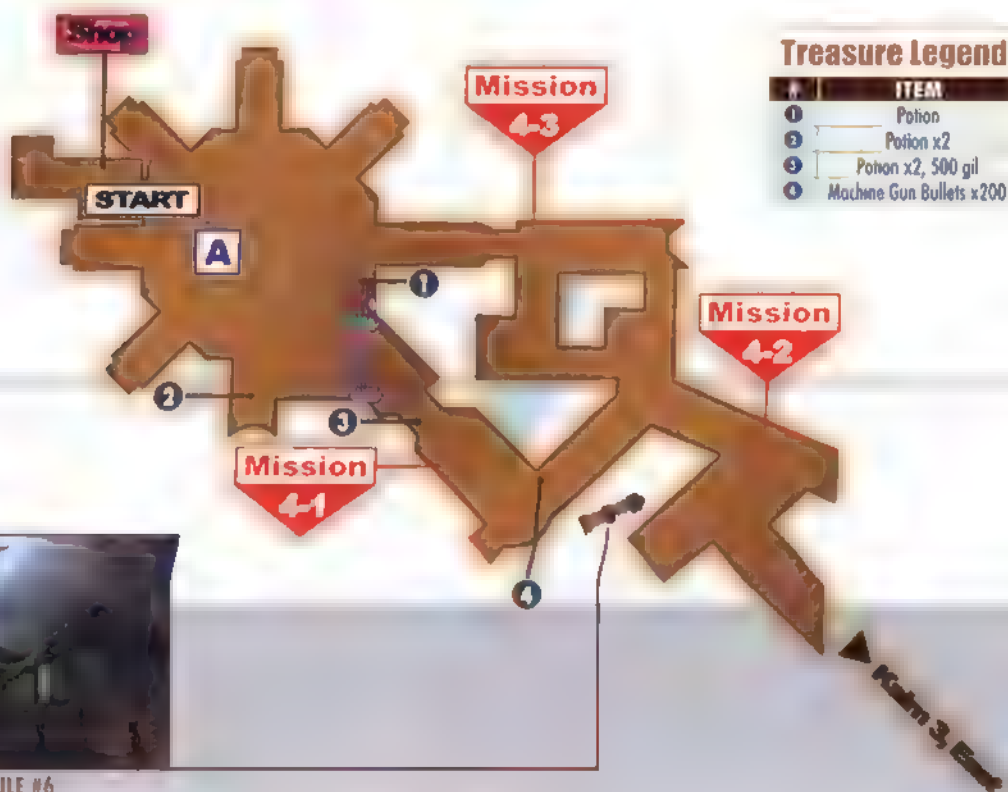
For Sale

ITEM	GIL
Potion	100
Phoenix Down	1000
Handgun Bullets	10

Upgrades

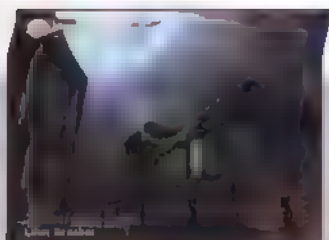
ITEM	UPGRADE TO	GIL
Cerberus	Cerberus II	2000

KALM 3, WEST SIDE



Treasure Legend

ITEM
① — Potion
② — Potion x2
③ — Potion x2, 500 gil
④ — Machine Gun Bullets x200



MEMORY CAPSULE #6

After talking to the WRO member, turn and face the northeast. The Memory Capsule is atop the platform above the building. It's near the guardrail and visible from the street where the Griffon is found.

STAGE MISSION 4

SUMMARY

Assist the 12 WRO Members.

S

12

A

11 10

B

9-5

C

4-2

D

1 0

Members of the World Regeneses Organization have moved in to secure the area and protect the citizens of Kalm. Vincent's job is to help them succeed in fending off the DG invasion. Rush to their aid and defeat any nearby DG Soldiers before members of the WRO perish in battle.

BATTLE

A

ENEMY

DG Soldiers

QUANTITY

6

Cross the courtyard to the southeast corner and utilize the Mako Points to stock up on MP. As Vincent approaches the large gate, several WRO members enter the area. Help this first wave of soldiers defeat the groups of DG Soldiers that appear from the west. Use the explosive barrels to rapidly Killchain them before they can organize a proper attack. Collect the **Limit Breaker** from atop the structure in the center of the area if you haven't done so already and smash the crates throughout the town square to load up on items. The WRO members who come to secure this particular area do not count toward the tally for Stage Mission 4.



MISSION

4-1

ENEMY

N/A

QUANTITY

N/A

MISSION NOTES

1 WRO Member

Go through the gate to the southeast and talk to the WRO member. He offers Vincent information on the WRO, directions to the church courtyard where Reeve wishes to meet him, and several free rations. Vincent can ingest **Vital Rations** and **Spirit Rations** to replenish a small amount of HP and MP, respectively.



MISSION

4-2

ENEMY

DG Soldier

QUANTITY

7

MISSION NOTES

3 WRO Members

Beast Soldier

1

N/A

Gather the **Griffon** frame from the street and equip it with the Long Barrel and Fire Materia for the third weapon configuration. Follow the screams and gunfire to the north and climb the stairs on the right to help the WRO. Fire a Materia Shot into the throng of DG Soldiers, then strafe back and forth while putting the rapid-fire capabilities of the Griffon to use. Grab the **Cerberus Relief** accessory that a DG Soldier drops and return the way you came.



MISSION 4-3

ENEMY	QUANTITY	MISSION NOTES
DG Soldier	5	3 WRO Members, 4 Civilians

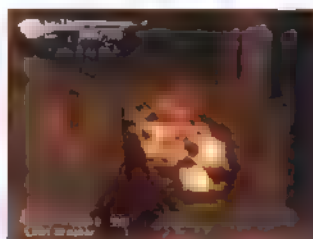
There are two sets of stairs leading around the perimeter of the nearby square-shaped building. Head up the stairs on the left and attempt to rescue the WRO and civilians cornered by the DG Soldiers. Fire a quick Materia Shot at the enemies to weaken them, then finish them off with the Griffon. As long as you act quickly, it's possible to save the 3 WRO members as well as the 4 civilians



KALM 3, EAST SIDE

Treasure Legend

#	ITEM
①	Cardkey
②	500 gil
③	Handgun Bullets x180
④	Handgun Bullets x120, Handgun Bullets x120
⑤	Potion
⑥	Hi Potion
⑦	Phoenix Down
⑧	Machine Gun Bullets x120
⑨	500 gil
⑩	Potion
⑪	Phoenix Down
⑫	Handgun Bullets x120
⑬	Machine Gun Bullets x120
⑭	500 gil
⑮	Potion, Phoenix Down
⑯	Machine Gun Bullets x120
⑰	500 gil
⑱	Limit Breaker



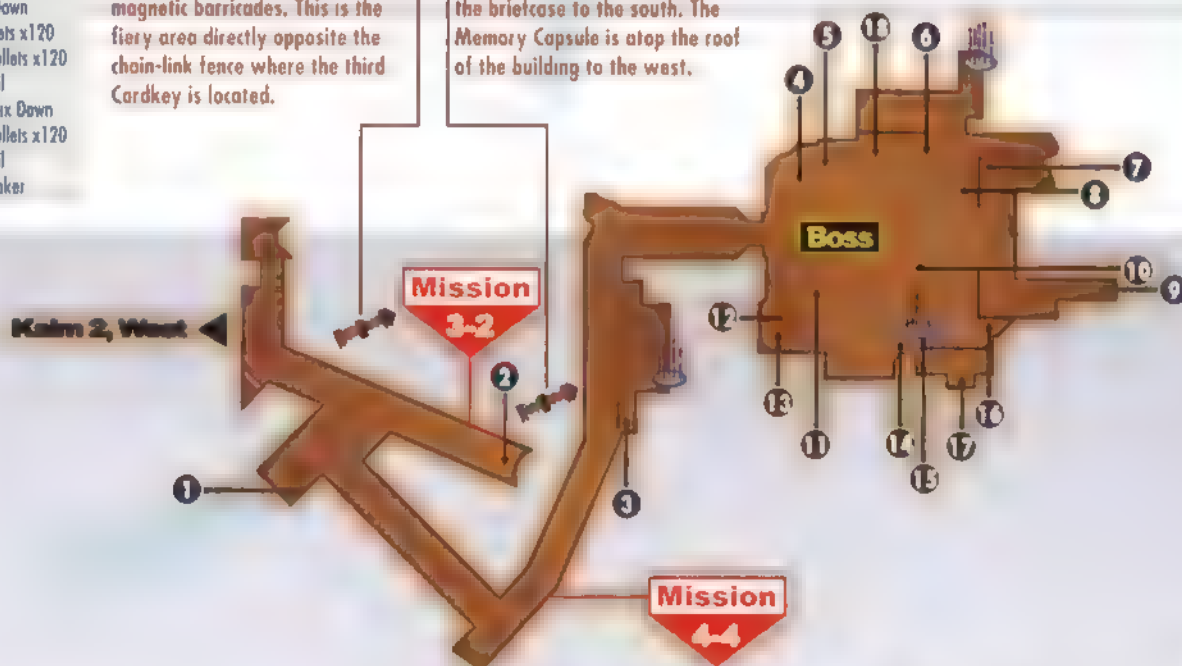
MEMORY CAPSULE #7

The Memory Capsule is beyond the fire burning in the alley leading north, near the two electromagnetic barricades. This is the fiery area directly opposite the chain-link fence where the third Cardkey is located.



MEMORY CAPSULE #8

Leap to the ledge near the Mako Point where Vincent battled the sniping DG Soldiers and approach the briefcase to the south. The Memory Capsule is atop the roof of the building to the west.



MISSION 3-2

ENEMY	QUANTITY	MISSION NOTES
N/A	N/A	2 Cardkeys

Locate the Cardkey hidden within the crates behind the fence to the south. Although the map reveals the correct path to the church is the path to the southeast, use the Cardkey to deactivate the electromagnetic barricade to the north first. The fourth and final Cardkey is located beyond the barricade there, along with **500 gil**.



MISSION 4-4

ENEMY	QUANTITY	MISSION NOTES
DG Soldier	4	4 DG Soldiers

Switch to the Cerberus and equip the Long Barrel and Sniper Scope, then continue north beyond the last barricade. Some WRO members are pinned down by sniper fire. There are a total of four DG Soldiers in the distance, so try using the Sniper Scope to get them. The first soldier is located far in the distance, atop the building at the end of the road. The second one is below that one on the ground atop the hill. The third is slightly to the right while facing north to see the third DG Soldier, who is on the ledge near the building above the walkway. The fourth soldier is high atop the building to the right, near the Mako Point. You will likely need to advance to the north to clearly see the last soldier. The final DG Soldier is nicely silhouetted against the full moon.



CLEAR YOUR SIGHTS

Before zooming in with the Sniper Scope, take a moment to make sure there are no obstructions that might block the bullet's trajectory. Also ensure that you know the target's location, as it can be very difficult to search for a concealed enemy while peering through the Sniper Scope due to its tremendous magnification.

DRAGONFLY GL

WEAPON FRAME BARREL SCOPE OPTION ACCESSORY BULLETS

1	2	3
Cerberus II	Cerberus II	Griffon
Normal Barrel	Long Barrel	Normal Barrel
Sniper Scope	Sniper Scope	N/A
N/A	N/A	N/A
Fire Materia	Fire Materia	Fire Materia
Handgun Bullets	Handgun Bullets	Machine Gun Bullets

TYPE DAMAGE WHEN USED

Machine Gun	Six Rockets	Direct Contact
14	100	195
Throughout entire battle	Throughout entire battle	Throughout entire battle



The Dragonfly GL isn't quite as mobile as it was during the earlier battle, so it must hover in place at a low altitude with little lateral movement. The church courtyard is littered with over a dozen briefcases and breakable crates, two of which contain hidden Mako Points. This is Vincent's only chance to collect the abundance of items in this area, but remember that completion time is one of the categories that count toward the chapter ranking system—grab the Limit Breaker, the Mako Points, and some of the gil, but don't waste too much time hunting down all of the items.

As soon as the battle begins, the Dragonfly GL opens fire on Vincent with its machine guns. Dash forward and slip in underneath the gunfire while targeting its damaged leg. Although the Griffon has a faster rate of fire, put the Cerberus II frame to use with either the Normal or Long Barrels. Continue firing on the damaged leg until the Dragonfly GL slouches downward, thereby exposing its true weak point on top.

When the Dragonfly GL leans over on its side, back away while targeting the upper glowing spot atop it. This is its most vulnerable spot and each hit to it will net Vincent a Critical Hit and inflict several hundred HP worth of damage. Mix in the occasional Materia Shot for added damage. Continue firing on the weak point until the Dragonfly GL gains a bit of momentum and begins to spin.

When the Dragonfly GL begins to spin, this indicates that it is about to fire its missiles. But before it does, move Vincent away from its legs as they whip around in circles. Unlike in the previous battle with the Dragonfly, this time it fires no less than six missiles at once! Use Vincent's dash maneuver to evade the missiles while trying to slip in underneath the enemy. After the missiles explode, start firing again on the injured leg. This will result in the Dragonfly GL once again slouching over on its side as it tries to regain its power. This is Vincent's chance to finish it off!



01 - SEA OF FLAMES

Due to the relative lack of available weapon modifications at this time, it's recommended that you use the experience earned throughout this chapter to level up. Depending on your performance, Vincent should move from Level 3 to Level 6 or 7. This will give him a substantial increase in overall HP and DEF.

If possible, refrain from purchasing consumable items and, instead, sell any pieces you may have to boost your gil total to 6,500 or more. This will enable you to purchase both the Cerberus II and Griffon Barrel II modifications.

SEA OF FLAMES: WRAP-UP

02

SHOWDOWN IN THE WASTES

Riding together in the back of a high-tech WRO transport known as the Shadowfox, Reeve and Vincent discuss the ambush in Kalm. Reeve shares what little he knows of the secretive Shinra army known as Deepground. Deepground is an underground unit of superhuman warriors created by a series of heinous experiments. Not only was the project kept far away from the prying eyes of the world, but Deepground was so secret, in fact, that neither Reeve nor Rufus even knew of its existence.

Within Deepground exists an elite unit known as the Tsviets. Azul is one of them. Just when Vincent was probably beginning to wonder why the Tsviets would be coming for him, Reeve mentions a familiar name from the past. One of the only surviving Shinra personnel who knew about Deepground was none other than the scientist Hojo. He and Vincent have a past.

New Enemies Encountered

GUARD HOUND

ENEMY ANALYSIS

These lion-like creatures roam the wastelands. They attack with powerful jaws and razor-sharp claws, capable of overpowering their prey.

Gun Parts Found

NAME	CATEGORY	WT	POW	SPD	RNG
Thunder Materia	Accessory	30	N/A	N/A	N/A

Ranking Summary

The key to earning an S-rank in this chapter revolves around how well you handle the opening scene with the gun turret in the back of the Shadowfox. Resist the urge to depress the trigger the entire time, as this is a surefire way to ruin your Accuracy Rate. Similarly, practice this scene over and over until you can accumulate a Killchain in excess of 20 Guard Hounds. It's important to do it there, as there just aren't that many opportunities for a Killchain beyond this scene.

Lastly, the other category that can prove tricky to achieve is Magic Casted. Utilize plenty of Materia Shots in the two boss battles, as well as during the second half of the Stage Mission against the Guard Hounds. If you collected the Make Points in the last boss fight of the previous chapter, save that MP for the Guard Hounds when you can use your weapons for an easy 3-4 shots for the Magic Casted category. Do the same here and save the MP at the end of this chapter for the next one.

STAGE MISSION 1

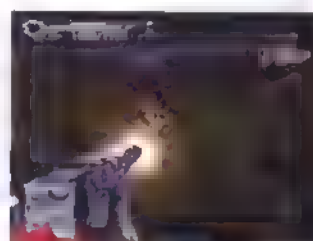
SUMMARY	S	A	B	C	D
Eradicate the 70 Guard Hounds!	>50	49-40	39-20	19-10	<9

Reeve and Vincent's journey across the wastelands from Kalm to Edge is interrupted by a pack of Guard Hounds. These large, swarming beasts have powerful jaws and sharp claws that can tear the Shadowfox into pieces if given the chance. Vincent must hold them off long enough for him and Reeve to escape

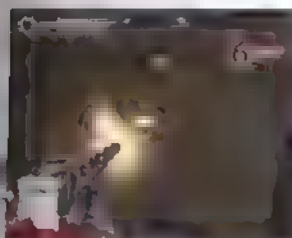
MISSION 1-1

ENEMY	QUANTITY	MISSION NOTE
Guard Hound	1 45	45 Guard Hounds

Vincent is free to utilize the gun turret mounted within the back of the truck for the first portion of this mission. The gun is a fully automatic, high-caliber assault weapon capable of firing bullets with incredible speed and accuracy. There are a total of 45 Guard Hounds in this stage of the mission and they primarily attack in groups of two and three. If given the chance, the Guard Hounds will sprint closer and closer and ultimately leap at Vincent. Their attacks are quite strong, so try to keep them at bay.



One key to successfully defending the truck from the Guard Hounds is the player's ability to eliminate the most pressing threat first. There are times when as many as seven or eight Guard Hounds sprint toward the truck at once; it's vitally important that you eliminate the closest ones first. Keep the gun centered out the back of the truck and, rather than strafing the gunfire laterally across the road from left to right, try slightly sweeping the gun's reticule up and down instead. Not only do the Guard Hounds occasionally leap while running, but by spraying the gunfire vertically, you'll also account for the undulating topography.



Chapter Ranking

CATEGORY	S	A	B	C	D
Targets Destroyed	>65	64-55	54-35	34-20	<20
Survival Rate	>15%	14%-11%	10%-8%	7%-5%	<5%
Damage Sustained	<1000	1001-1400	1401-2000	2001-2800	>2800
Enemy Hits	>15	14-12	11-10	9-5	<5
Killstreaks	>35	34-25	24-15	14-10	<10
Items Used	<3	4-6	7-9	10-11	>11
Magic Casted	>8	7-6	5-4	3-2	<2
Stalks Collected	100%	99%-75%	74%-50%	49%-25%	<25%
Times KO'd	0	1	2	3	>4
Completion Time	<11:40	11:41-16:40	16:41-21:40	21:41-26:40	>26:40

Although it's extremely difficult to eliminate all 45 of the Guard Hounds in this scene, those who master the pattern by which they attack will be that much closer to earning an S-rank. Attempt to eliminate at least 35 of the Guard Hounds during this scene to be in a good position to gain the S-rank



Guard Hound Attack Waves

QUANTITY	DIRECTION OF ORIGIN
3	Center
2	Right
2	Left
2	Right
2	Left
2	Right
3	Left
4	Left & Right simultaneously
3	Left
2	Left
3	Right
2	Left
3	Right
2	Right
2	Center
2	Right
2	Center
2	Center
2	Center

THE FINAL WAVE

The final Guard Hounds appear in the center of the screen, but they actually seem to leap out from underneath the truck as it drives over a ledge. Their sudden appearance can be quite startling, and they'll instantly be within attack range. Make sure the weapon's sights are fixed in the center of the screen and low!

Watch for the truck to pass underneath a stone archway, then press the Triangle button to access the Status screen. If your goal is to achieve an A- or S-rank, this is a fine time to check your status. If you haven't defeated at least 30 Guard Hounds or if don't have at least a 9% Accuracy Rate, now is the time to reattempt this scene. Exit from the Status screen and choose the Restart option from the Pause Menu before the next cinematic begins.

EFFICIENT RESTARTS

MISSION 1-2

ENEMY	QUANTITY	MISSION NOTE
Guard Hound	25	Guard Hounds

The latter half of the moving battle against the Guard Hounds has Vincent atop the truck as it drives through a narrow canyon. Equip the Cerberus III and Long Barrel and move to the front of the truck. The first Guard Hound descends from the rocks on the right in the distance, so take it out! Shortly thereafter, several more Guard Hounds attack from the rocks on the left. Just as Vincent deals with these first few Guard Hounds intent on leaping down onto the roof of the truck, more of them emerge atop the canyon walls. Watch for Guard Hounds to leap from either side, then target them and fire before they can attack—the Long Barrel makes this possible.



To save on ammo and accuracy, melee the Guard Hounds as they descend to the truck. You can even use Vincent's Dash attack, because it stuns and repels the Guard Hounds off the Shadowfox before they can land. These creatures will join the others on the ground, so use a few Materia Shots to thin the herd.

DAMAGE TAKEN

Note that Vincent loses HP each time a Guard Hound lands on the truck, even if it doesn't attack him. In other words, the truck's integrity is intimately linked with Vincent's HP gauge. Whether or not the truck or Vincent's body suffers damage, his HP meter is impacted.

After a half-dozen or so Guard Hounds leap from the left-hand rocks down onto the truck, a large pack of Guard Hounds rush past the truck and circle around the front. Another large group emerges from the cliffs from the left, creating a formidable task. Aim toward the front of the stampeding pack of Guard Hounds and fire a Materia Shot or two.



Eliminate this large gathering of Guard Hounds quickly, as they will soon charge up the rocks ahead and leap from the arch onto the truck as it drives underneath. If they land on the truck, eliminate them with melee kicks and punches.

WASTELAND 2

02 - SHOWDOWN IN THE WASTES



MEMORY CAPSULE #9

Peek over the edge near the ruined bridge and look in the water at the base of the waterfall to find the Memory Capsule. Shooting this particular Memory Capsule requires that you equip the Long Barrel for accuracy.



MEMORY CAPSULE #11

The final Memory Capsule in this chapter is located underneath the Shadowfox. Circle around the truck to the front and look underneath the fuel tank to find it.



MEMORY CAPSULE #10

Cross the barren plain where the Shadowfox crash-landed to the northeast and look across the narrow chasm to the other rock ledge. The Memory Capsule is straight ahead and only a short distance out of reach.

CRIMSON HOUND

WEAPON	1	2	3
FRAME	Cerberus III	Cerberus III	Griffon
BARREL	Normal Barrel II	Short Barrel	Normal Barrel II
SCOPE	Sniper Scope	Sniper Scope	N/A
OPTION	N/A	N/A	N/A
ACCESSORY	Fire Materia	Fire Materia	Fire Materia
BULLETS	Handgun Bullets	Handgun Bullets	Machine Gun Bullets

TYPE	Dive Attack Off Rocks	Tail Jab	Claw Combo Slash
DAMAGE	100	60	40x3
WHEN USED	First 70% of battle.	Throughout entire battle	Only after receiving 70% damage



The Crimson Hound attacks alongside numerous Guard Hounds in a section of the wastelands dominated by tall rock pillars. Although the overall size of the area is quite large, the presence of the rock pillars limits Vincent's maneuverability as well as his line of sight. For that reason, the Cerberus III with either the Short Barrel or Long Barrel II is an appropriate weapon. There aren't any items to find in this area other than those dropped by the fallen Guard Hounds. The electromagnetic barricades at the eastern and western entrances to this particular area ensure that Vincent cannot escape without defeating the Crimson Hound.

The Crimson Hound leaps down from its rock perch as soon as Vincent climbs the hill into the clearing. Two barricades appear and block the exit from the canyon while several Guard Hounds rush in to attack. Vincent's melee attack has long range and is capable of taking down the Guard Hounds in one combo. You can even use the Dash attack to stun an enemy. Chase down and eliminate any foes that flee toward the rocks and gather up the items they drop—one will drop the Thunder Material. Now it's time to take on the Crimson Hound.

Switch to the Cerberus III and Normal Barrel II configuration and look to the tops of the rock pillars for the red mane of the Crimson Hound. Immediately begin firing at the Crimson Hound as soon as it appears, preferably while you still have an active Killchain. Firing Materia Shots at it is a good idea too, provided you have a clean shot lined up.



If the Crimson Hound goes undetected for long, it will pounce from its perch and deliver a damaging blow to Vincent before scurrying onto another crag. Shooting the Crimson Hound out of the air can interrupt this attack, but Vincent can also dash away to avoid it. Keep track of its location and listen for the occasional howl, as this is its way of calling for more Guard Hounds to join the fray.

As the Crimson Hound loses more of its health, it remains on the ground and makes a last-ditch assault on Vincent. Watch for its tail jab attack and claw combination attack. Use Materia Shots and constant firepower from the Cerberus III to knock it back. It eventually drops a Cardkey when it is defeated. Use it to deactivate the barricade to the west and continue up the path.



PEGASUS RIDERS

WEAPON	1	2	3
FRAME	Cerberus III	Cerberus III	Griffon
BARREL	Normal Barrel II	Short Barrel	Normal Barrel II
SCOPE	Sniper Scope	Sniper Scope	N/A
OPTION	N/A	N/A	N/A
ACCESSORY	Fire Materia	Fire Materia	Fire Materia
BULLETS	Handgun Bullets	Handgun Bullets	Machine Gun Bullets

TYPE	Machine Gun	Ramming Contact
DAMAGE	5	120
WHEN USED	Throughout the entire battle	Throughout the entire battle



Other than the five Pegasus Riders and a Mark Point to the east, there is nothing in this area except a lot of open space. Vincent has a lot of room to maneuver, but no place to take cover from the speeding Pegasus Riders. For this reason, equip the Griffon weapon and have a Limit Breaker queued up in the quick-select system. This battle doesn't last long, but it can be fairly tricky.

The battle begins with Vincent standing in the middle of a gang of Pegasus Riders circling around him at a moderate pace. Use the double jump ability to slip between two of the passing Pegasus Riders and immediately raise the Griffon. Back away from the passing Pegasus Riders and open fire in the direction from which they are coming—not at their sides! The key is to utilize their weak points and aim at them as they approach.

Try using the Cerberus II with a Normal Barrel II. This combo is capable of downing each rider with a Critical Shot. The key to doing this is to run toward them when they're facing Vincent.

After three of the Pegasus Riders are defeated, those remaining break from the circular pattern and focus their energy on running Vincent wherever he stands. This is the time to use the Limit Breaker and put the power of the Gallian Beast to use. During the Limit Break, leap into the air with a double jump and quickly press the Circle button to make the Gallian Beast shoot homing projectiles after the Pegasus Riders. This can also be done while on the ground by pressing the R1 button. Dodge the speeding crafts as they attempt to run down Vincent and continue attacking with the Griffon until the last of the Pegasus Riders is defeated.



02 - SNOWDOWN IN THE WASTES

SHOWDOWN IN THE WASTES WRAP-UP

A good strategy to employ for first-time players is to alternate between leveling up with the earned EXP and converting the EXP to gil. This time around, convert your EXP to gil and purchase the **M Cerberus** upgrade, as well as the **Normal Barrel III** modification.

If you have any extra gil and you need supplies, purchase some Ether or Potions, as well as some ammunition. Lastly, buy the **Thunder Materia** if you did not acquire it during the battle against the Crimson Hound's backup pack.





03

SILENT EDGE

Vincent makes his way to the city of Edge and finds it eerily deserted. In fact, the only person he sees is the WRO researcher, Shalin Rui. Over 500 Edge residents should still be in the town, but the streets are empty and there's not a sound to be heard—save for the falling rain. And odder yet is the lack of WRO soldiers roaming the streets. It's understandable that Reeve hasn't made it here yet, but where are the WRO units he dispatched?

New Enemies Encountered

DG SNIPER

ENEMY
ANALYSIS

DG Snipers are like DG Soldiers, only they have a long range sniping rifle and take position far out of reach. They lie in wait and utilize cover when lining up their shot.

DG SERGEANT

ENEMY
ANALYSIS

The DG Sergeant is a stronger version of the DG Soldier. He packs a shotgun-like weapon and lots of armor, plus his advanced intelligence enables him to outthink his opponents.

Ranking Summary

Thanks to constant sniping and the ability to take your time and line up a clean shot, the tricky Accuracy Rate and Critical Hit categories should not be an issue in this chapter. By far the most difficult category to score well in during this chapter is Damage Sustained. The DG Snipers deliver significant damage with each bullet that hits Vincent, not to mention the powerful attacks of the Heavy Armored Soldier. Try to move delicately through Edge and spend a lot of time using the Sniper Scope and using cover to eliminate the DG Snipers before they spot Vincent. Disposing of the DG Snipers will not only limit the amount of Damage Sustained, but make your score in the Items Used and Time Expired categories better as well.



Treasure Legend

#	ITEM
1	Cardkey
2	Handgun Bullets x36
3	Materia Floater
4	Hydra

Gun Parts Found

NAME	CATEGORY	WT	POW	SPO	RNG
Hydra	Frame	1050	140	65	140
Hydra Monitor	Scope	450	N/A	N/A	N/A

Chapter Ranking

CATEGORY	S	A	B	C	D
Enemies Killed	>70	69-65	64-50	49-35	<35
Accuracy	>75%	74%-65%	64%-50%	49%-30%	<30%
Damage Sustained	<1650	1651-2100	2101-2800	2801-3600	>3600
Critical Hits	>45	44-35	34-25	24-15	<15
Killchains	>30	29-22	21-15	14-10	<10
Items Used	<6	7-10	11-14	15-17	>17
Magic Casted	>8	7-6	5-4	3-2	<2
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Completion Time	<20:00	20:01-30:00	30:01-41:40	41:41-50:00	>50:00

BATTLE A

ENEMY	QUANTITY
Beast Soldier	2

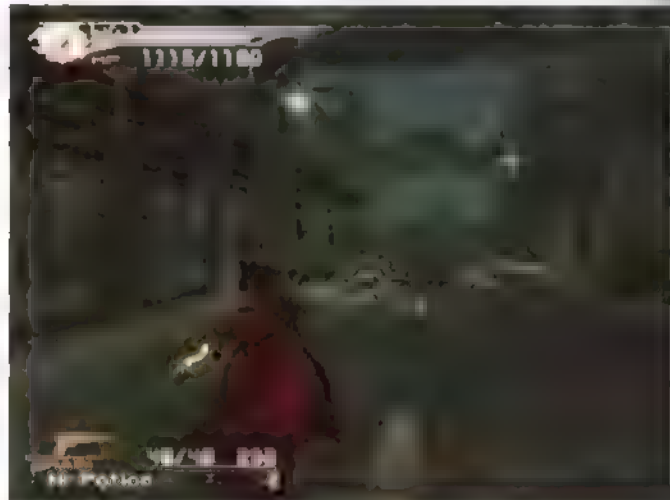
Proceed north past the shop and duck into the alley on the right, since the main road is blocked. Wait until both Beast Soldiers appear and shoot them in quick succession. Rounding the corner at the intersection prematurely will likely get Vincent caught between the two beasts



BATTLE D

ENEMY	QUANTITY
Beast Soldier	2

A pair of Beast Soldiers leap down from the road sign supports and rush toward Vincent in the street. Use the M Cerberus to quickly Killchain them, preferably with well-aimed shots at their heads



CARDKEY COLLECTING

Proceed north toward the Mako Point in the distance and talk with the fallen WRO soldier on the right. He speaks of the massacre at the warehouse and gives Vincent the Cardkey needed to access the town plaza



BATTLE B

ENEMY	QUANTITY
Beast Soldier	2

Continue past the body of the WRO soldier to the east and exterminate the Beast Soldiers fighting amongst themselves in the distance. This is an optional battle, but it helps gain Experience and earn an S-rank

OFF-LIMITS ITEM

The Matera Floater in the briefcase on the other side of the fence is only obtainable via an obscure ladder on the second floor walkway near the town plaza. Don't worry about it for now, as we'll tell you how to get it later.

BATTLE E

ENEMY	QUANTITY
Beast Soldier	2



Drop off the elevated path down onto the briefcase to grab the **Handgun Bullets**. Hold your ground and pick off the Beast Soldiers sprinting in from the south. They're a few strides apart, so there's no reason to switch to the Griffon weapon—the M Cerberus is plenty fast enough to take them down! Continue south and use the Cardkey to unlock the electromagnetic barricade in the distance

There is a brown door beyond the barricade that leads into a lounge. It may be a bit difficult to locate the door, as it blends in with the building's exterior. Once inside, gather the items and climb the stairs.

WHERE TO?

BATTLE C

ENEMY	QUANTITY
Beast Soldier	1

Return in the direction from which you came after acquiring the Cardkey to lure this lone Beast Soldier out of hiding. Pop it in the head for a Critical Shot, then turn back and continue the clockwise loop around this area.

EDGE 2, SOUTH SIDE

Treasure Legend

#	ITEM
1	3x Rifle Bullets x12
2	Machine Gun Bullets x60
3	1000 gil
4	Hi-Potion
5	1000 gil
6	Model Gun
7	Limit Breaker
8	Rusty Key (if boy is captured)



BATTLE

A

ENEMY	QUANTITY
Beast Soldier	4

Collect the **Rifle Bullets** and step through the door to the storage area. Strafe to the right while waiting for the first of the Beast Soldiers to make its way around the fencing. Two more Beast Soldiers follow its lead as soon as they hear Vincent gun down the first one. A fourth Beast Soldier waits to pounce on Vincent until he rounds the corner up ahead to the left



03 - SILENT EDGE

STAGE MISSION 1

SUMMARY

Eliminate the 15 DG Snipers in Hiding.

S

A

B

C

D

15

14 12

11 10

9 5

<4

As Vincent descends the stairs and steps out into the town plaza, he quickly learns the reason behind the silence—DG Snipers! There are 15 DG Snipers from Deepground keeping watch over the town and they've been instructed to shoot anything that moves. Good thing you recently found that Hydra frame!

MISSION 1-1

ENEMY

DG Sniper

QUANTITY

7

MISSION NOTE

7 DG Snipers

Quickly retreat to the cover of the alcove in the southwest corner of the plaza. Assemble a gun utilizing the Hydra, Long Barrel, Sniper Scope, and Cerberus Relief. Should the gun and, while sticking close to the left hand wall, slowly move into position underneath the stone archway. The Long Barrel has the capability to get a lock on the DG Sniper's position from quite a distance. Use this view to get a bead on the target, then zoom in (press the R3 button) and go for a Critical Hit to the head!

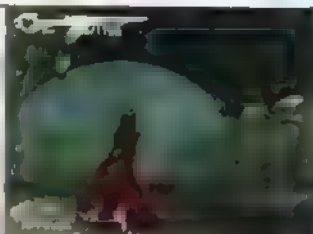
1 The first DG Sniper is to the left of the large yellow sign at position F-8 on the in-game map grid.



2 Scan the rooftops to the right of the statue in the center of the courtyard to pick out the DG Sniper at location J-9.



3 Hold your position and slowly pan to the right to locate the DG Sniper atop the tall building at location J-11 on the in-game map grid.



4 With those three eliminated, turn to the left and slowly back out of the tunnel ever so slightly into the courtyard. The next DG Sniper is on the building north of the tunnel, at location E-11.



5 While out from the safety of the archway, turn and face due south to spot the DG Sniper on the rooftop at H-12.

6 Make an about-face turn and look toward the fenced bridge that connects the two buildings to the northwest. The sixth DG Sniper is beyond the fencing (Vincent can shoot through it) at location E-10.



7 The final DG Sniper is located due north, atop the walkway over the large, glowing electromagnetic barricade. Stationed at location G-7, try to eliminate him from next to the statue in the center.



GET 'EM WHILE YOU CAN!

The seven DG Snipers in this area will retreat and be unavailable as soon as you trigger the start of Stage Mission 2. To prevent this from occurring (assuming you want to earn the S-rank!), stay clear of the alcove at the southern end of the plaza where the Mako Point is located. This is the area where Vincent will meet the young boy he must protect.

BATTLE

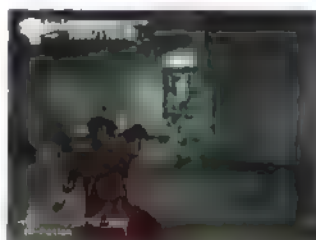
ENEMY	QUANTITY
DG Soldier	1

There is a lone DG Soldier hiding behind the cargo crate in the alcove due south of the plaza, near the Mako Point. Circle around the north side of the statue in the center and use the Hydra to pick him off from outside his range. Enter this area and gather the MP from the Mako Point.

BATTLE

ENEMY	QUANTITY
DG Soldier	2

Follow the young boy into the building on the west side of the plaza and climb the stairs to the second floor. Eliminate the DG Soldiers who attack. Take out the one behind the couch at the far end of the room first while Vincent is still near the stairs, then step into the room and shoot the second one to the right. Use the shop at the rear of the room to top off your supply of Hi-Potions and, if possible, purchase the Hydra II modification. Climb the stairs to the third floor, gather up the available items, then return to the ground floor.



BATTLE

ENEMY	QUANTITY
DG Soldier	2



Chase the two DG Soldiers into the road to the left and quickly Killchain them while the boy continues to run north. Grab the **Hi-Potion** and continue the clockwise trip around the plaza in an attempt to catch up with the boy.

BATTLE

ENEMY	QUANTITY
DG Soldier	2

The boy runs toward the electromagnetic barricade blocking the boulevard leading north away from the plaza. Unfortunately, he runs straight toward a pair of DG Soldiers. Chase after him and eliminate his would-be captors!



STAGE MISSION 2

SUMMARY	S	A	E	C	D
Protect the Boy from Deepground!	1	N/A	N/A	N/A	0

The boy is obviously traumatized from whatever occurred in Edge prior to Vincent's arrival. He wants Vincent to go to the warehouse, but to do so they must acquire the Cardkey to deactivate the barricade. Vincent must escort the boy to the Cardkey's location, making sure to keep him safe along the way.

MISSION 1-1

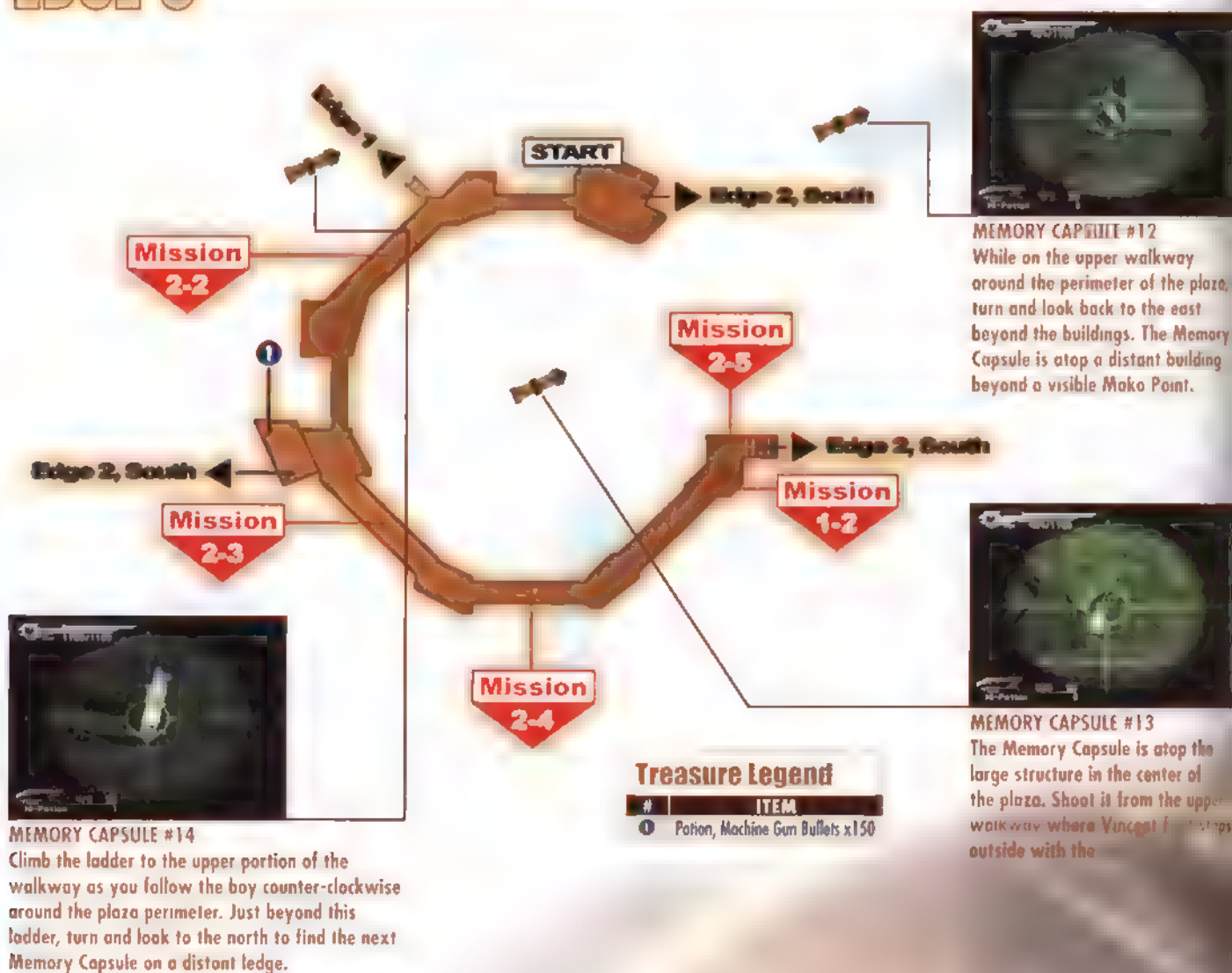
ENEMY	QUANTITY	MISSION NOTE
Beast Soldier	1	Boy

Walk with the boy to the building to the northwest, where the boy uses a key to unlock the door. A Beast Soldier then leaps down from above and tries to make off with the boy before you can go inside. Quickly shoot the Beast Soldier to keep the boy safe. Follow the boy inside and venture to the rooftop walkway.

The boy won't go anywhere if Vincent isn't by his side. Make sure to stay behind the boy, or else he won't proceed. That said, as long as the coast is clear, Vincent can take some time to explore for items and shoot Memory Capsules without worrying about the boy running off!

MOVES WITH PERMISSION

EDGE 3



MISSION 2-2

ENEMY	QUANTITY	MISSION NOTE
Beast Soldier	2	Boy

While outside on the walkway, take a moment to shoot the first two Memory Capsules and then follow the boy up the ladder to the right. Have the M Cerberus ready to fire, as two Beast Soldiers will leap onto the walkway and attempt to run off with the boy.



TIME TO GET THE MATERIA FLOATER!

After fending off the Beast Soldiers, retrace your steps to the ladder on the left-hand side and jump down. Open the gate in the fence and follow the narrow corridor to the briefcase containing the **Materia Floater**. This is the item in the northwest corner of the first area of Edge that was previously inaccessible. Equip this item on the Cerberus to increase the power of the Fire Materia.

MISSION 2-3

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	2	Boy

Equip the Hydra and strafe past the large white billboard while facing to the southwest. Two DG Soldiers are positioned at an equal elevation in the distance. Refrain from using the scope, as it zooms in too much. Instead, strafe and jump side to side to make Vincent difficult to hit and look for the pink reticule signaling a lock-on.



MISSION 2-4

ENEMY	QUANTITY	MISSION NOTE
Beast Soldier	3	Boy

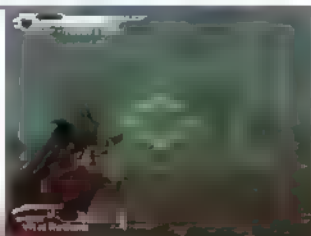
Watch for the three Beast Soldiers to leap onto the bridge as the boy leads Vincent across the southern end of the plaza walkway. Quickly double jump backwards away from the boy to use him as bait and escape the Beast Soldier coming up from behind Vincent. This makes it possible to Killchain all three of them, if timed correctly



MISSION 1-2

ENEMY	QUANTITY	MISSION NOTE
DG Sniper	1	DG Sniper

The eighth DG Sniper emerges on the rooftop in the northwest corner of the plaza just as the boy reaches the locked door at the end of the walkway. Use the Hydra to dispose of the DG Sniper atop the large yellow billboard (in sector F 8 of the in game map grid).



MISSION 2-5

ENEMY	QUANTITY	MISSION NOTE
DG Sergeant	1	Boy

The final task at hand is acquiring the Cardkey, which is located in the pocket of the DG Sergeant who is coming up the stairs inside this building. Take cover behind the crates on the upper landing and fire a Materia Shot down at him the moment his head appears on the second flight of stairs



MODEL GUN

The boy will go on his way—wherever that is—after Vincent acquires the Cardkey. Before running off to deactivate the barricade, reenter the building using the path from which the two exit. It's the building in the east side of the plaza. Just inside the door is a briefcase containing the **Model Gun**. It's not very useful now, but it could prove quite useful some time soon...

EDGE 2, NORTH SIDE



BATTLE A

ENEMY	QUANTITY
DG Soldier	3

Use the Cardkey to deactivate the barricade and continue north away from the plaza. Shoulder the Hydra and look at the tops of the road signs in the distance, as three DG Soldiers are guarding the way. One appears on the sign, while the other two appear at street level. Slide up against the wall on the left to take cover behind the black-and-white sign.



MISSION

1-3

ENEMY

DG Sniper

QUANTITY

2

MISSION NOTE

2 DG Snipers

The next two DG Snipers who appear in the plaza only do so *after* the area is clear. Advance to the north end of the street beyond the barricade, then return to the plaza and rush up to the statue in the center. From there, Vincent can effectively take out these DG Snipers

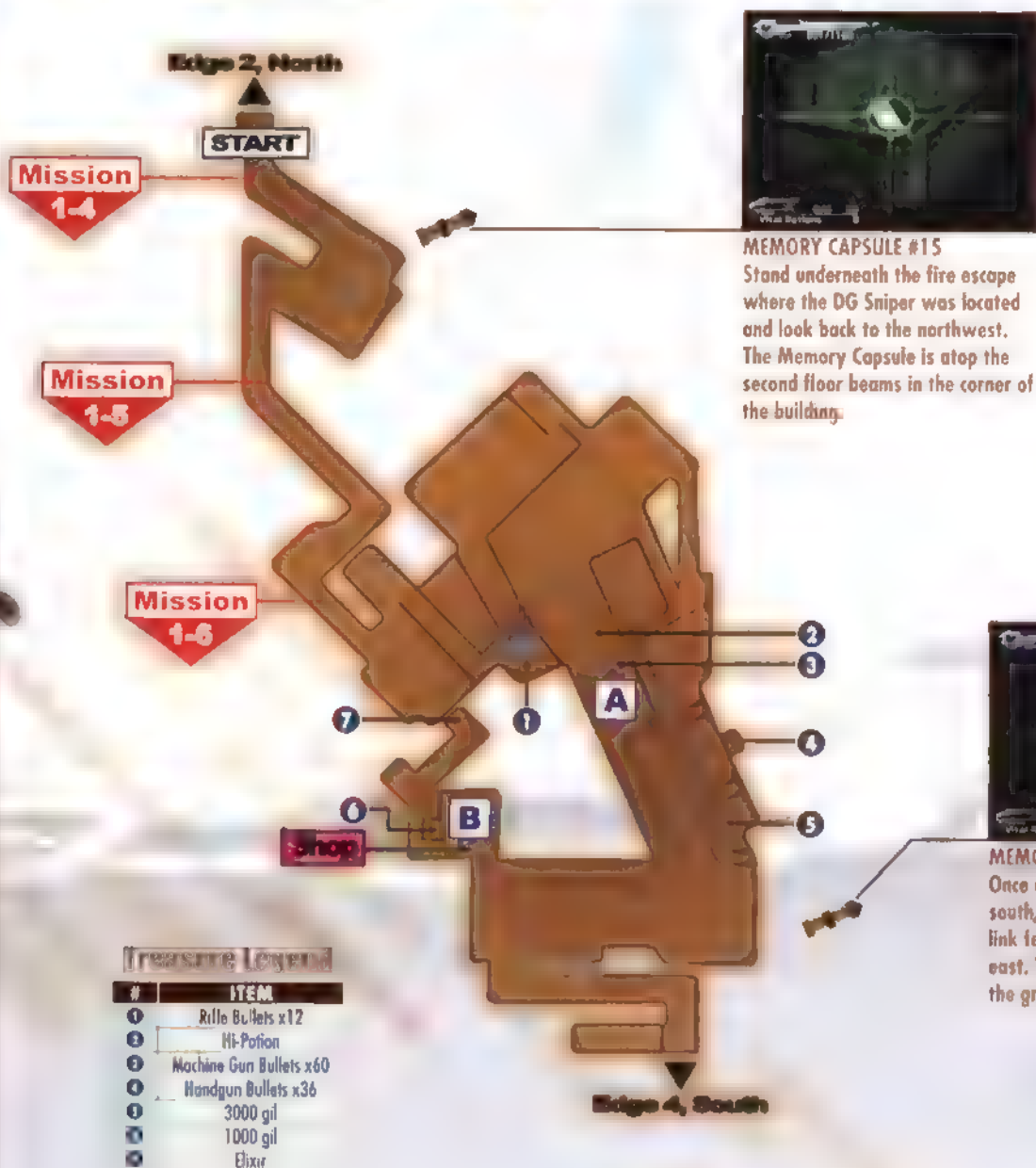
9 Face due south and look on the roof of the building to the left of the large white billboard. The DG Sniper is located at G-13 on the in-game map.



10 Enter the western road that leads away from the center of the plaza and hug the southern wall while looking northwest. The DG Sniper is on a rooftop beyond the large fence, in sector D-9.



EDGE 4, NORTH SIDE



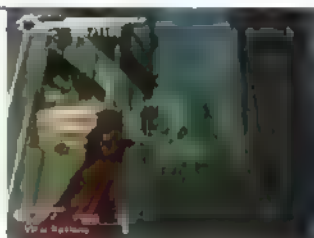
MISSION

1-4

ENEMY	QUANTITY	MISSION NOTE
DG Sniper	1	1 DG Sniper
DG Soldier	1	N/A

The path leading to the warehouse is under heavy protection, not only from DG Soldiers on the ground, but also from DG Snipers high above. Move deliberately and utilize cover

- 11** *Shoulder the Hydra and slide up against the "Edge Square Park" poster and take out the DG Sniper on the fire escape mounted alongside the green-tarped building to the south (location E-3 on the in-game map grid)*



MISSION

1-5

ENEMY	QUANTITY	MISSION NOTE
DG Sniper	1	1 DG Sniper
DG Soldier	2	N/A

Two DG Soldiers enter the alley from the right, but before luring them out of hiding, eliminate the DG Sniper on the third floor ledge

- 12** *Slowly round the corner to the southeast and set your sights on the DG Sniper high above the alley at F-4 on the in-game*



MISSION

1-6

ENEMY	QUANTITY	MISSION NOTE
DG Sniper	1	1 DG Sniper
DG Soldier	1	N/A

Slowly exit the alley while facing left and use the Hydra to eliminate the DG Soldier atop the pedestrian bridge. Immediately run up the stairs to their former position and scan the horizon to the east

- 13** *Aim the Hydra to the east, across the street on an angle and look to the rooftop just to the left of the tall metal tower. The DG Sniper is located in sector H-5, for those referencing the in-game map.*



BATTLE

A

ENEMY	QUANTITY
DG Soldier	4

Follow the bridge to the Mako Point and smash the crate for the **Rifle Bullets**. Head back across the second bridge and use the sign for cover while sniping the DG Soldiers positioned down the road to the south. The first wave only has two DG Soldiers



The second wave of DG Soldiers doesn't appear until Vincent advances along the road. Get position on them by climbing the ladder to the east and using the little alcoves along the elevated walkway for cover while sniping down at them in the street. Explore the nooks and crannies of this street and the buildings on the eastern side to find the many items hidden throughout

BATTLE

B

ENEMY	QUANTITY
DG Soldier	2

Put the warehouse on hold for a moment and enter the building on the north side of the road leading west. Use the shop to purchase the Hydra II upgrade and also the Griffon II upgrade, if possible. Take out the DG Soldiers on the second floor and follow the narrow passageway leading from the third floor to the cargo crate outside, which contains an **Elixir**.



EDGE 4, SOUTH SIDE



MEMORY CAPSULE #18

Open the door to the warehouse and slowly step inside about a half-step. This creates an opportunity to shoot the Memory Capsule in the right-hand corner of the warehouse rafters before the start of the boss battle.

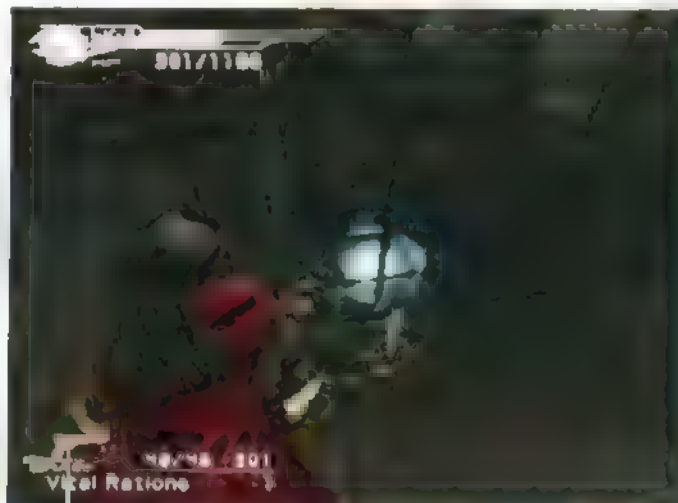


MEMORY CAPSULE #17

After shooting the fourteenth DG Sniper, continue to aim from the elevated walkway at the area beyond the fencing. The Memory Capsule is on the ground to the right at the large container in the middle of the fenced-off area.

BATTLE		
A	ENEMY	QUANTITY
	DG Soldier	6

The stairwell leading to the third floor is well guarded by DG Soldiers. Approach the stairwell by slowly strafing to the right just beyond the wall to target the first enemy. Shoot him to get the attention of the two on the upper stairs and use a Materia Shot to take out the others as they are running down to help. Two more DG Soldiers are lying in wait around the corner at the top of the stairs. Kill them and rush to the stairs leading back down to the ground level. Don't descend the stairs without first taking out the DG Soldier below.



BATTLE		
B	ENEMY	QUANTITY
	DG Soldier	2

Follow the zigzagging path past the crates to the two DG Soldiers up ahead and quickly take them out with a Materia Shot. This will keep Vincent from having to get in a shootout with them at close range.

BATTLE		
C	ENEMY	QUANTITY
	DG Soldier	3

Drop off the ledge and slowly proceed through the alley to the north, then go back around to the south. One DG Soldier stands guard at the hairpin turn in the alley, while another two soldiers are up ahead where the alley spills out into the street. Try to snipe the latter two from the area where the first one was positioned.



03 - SILENT EDGE

BATTLE	0	ENEMY	QUANTITY
		DG Soldier	2

Step onto the elevated walkway and snipe the DG Soldier to the southeast—he's at the far left-hand side of the road on the ground. Continue along the walkway and cross over to the right where the second DG Soldier is on the ground, behind the sign support



MISSION	1-8	ENEMY	QUANTITY	MISSION NOTE
		DG Sniper	1	1 DG Sniper
		DG Soldier	4	N/A

Approach the Mako Point on the ground and snipe the first DG Soldier beyond the fence to the north. Before entering the alley, use the angles to shoot a bullet at each of the two explosive barrels to clear out the remaining DG Soldiers

10 The final DG Sniper is on the white building to the left, as Vincent slowly approaches the fenced yard beyond the alley. Aim over the metal crossbeam and shoot the DG Sniper as he stands up



SHOP OR YOU'LL DROP

Use the shop near the entrance to the Warehouse and load up on any needed bullets or consumable items now, as there aren't any to find inside the warehouse, that's for sure!

MISSION	1-7	ENEMY	QUANTITY	MISSION NOTE
		DG Sniper	1	1 DG Sniper

14 Follow the elevated walkway toward the road sign with the "4-C" and "4-B" on it and use the Sniper Scope and Hydra to eliminate the DG Sniper in the distance beyond the fencing at the end of the road. The DG Sniper is directly beyond the Mako Point to the south.



HEAVY ARMORED SOLDIER

WEAPON	1	2	3
FRAME	M Cerberus	Hydra	Griffon
BARREL	Normal Barrel III	Long Barrel	Normal Barrel III
SCOPE	Materia Floater	Sniper Scope	Materia Floater
OPTION	N/A	N/A	N/A
ACCESSORY	Fire Materia	Cerberus Relief	Fire Materia
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE	Large Caliber Shell	Machine Gun	Sword Job	Overhead Sword Slash
DAMAGE	150	30	300	400
WHEN USED	First 30% of battle	While it has 35% to 70% of his HP	Throughout entire battle	Only after receiving 65% damage



The warehouse is surrounded on all sides by a balcony walkway where a total of four DG Snipers are in position to shoot Vincent at their leader's urging. A stairwell on each side of the room can be used to access this balcony, giving Vincent an opportunity to eliminate the DG Snipers at close-range. Top more DG Soldiers stand shoulder-to-shoulder with a Heavy Armored Soldier on the ground. The warehouse floor contains a number of large pillars and non-explosive crates and barrels. Utilize these objects for cover as soon as the DG Snipers are history.

Immediately fire a Materia Shot at the Heavy Armored Soldier the moment the battle begins. This should deplete about 300 HP of damage and also eliminate the two DG Soldiers next to him. Now it's time to take out the DG Snipers on the balcony above! Double jump while running toward the stairs in the back corner of the room to avoid the Heavy Armored Soldier's massive homing shells. Quickly run a lap around the balcony while gunning down each DG Sniper at close-range.



Descend the stairs and continue to double jump to avoid the heavy artillery shells coming from the boss's massive cannon. Once he has been reduced to 70% of his HP, he switches to a spread-pattern machine gun. Circle-strafe around him while firing repeated Materia Shots in his direction.

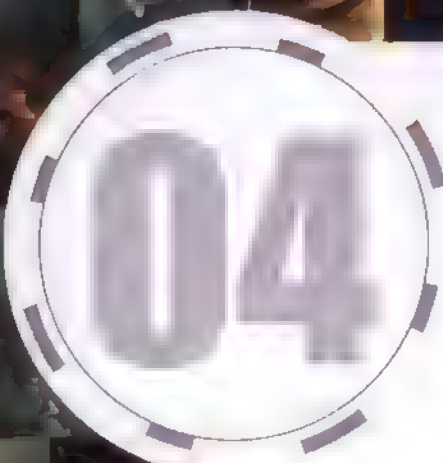
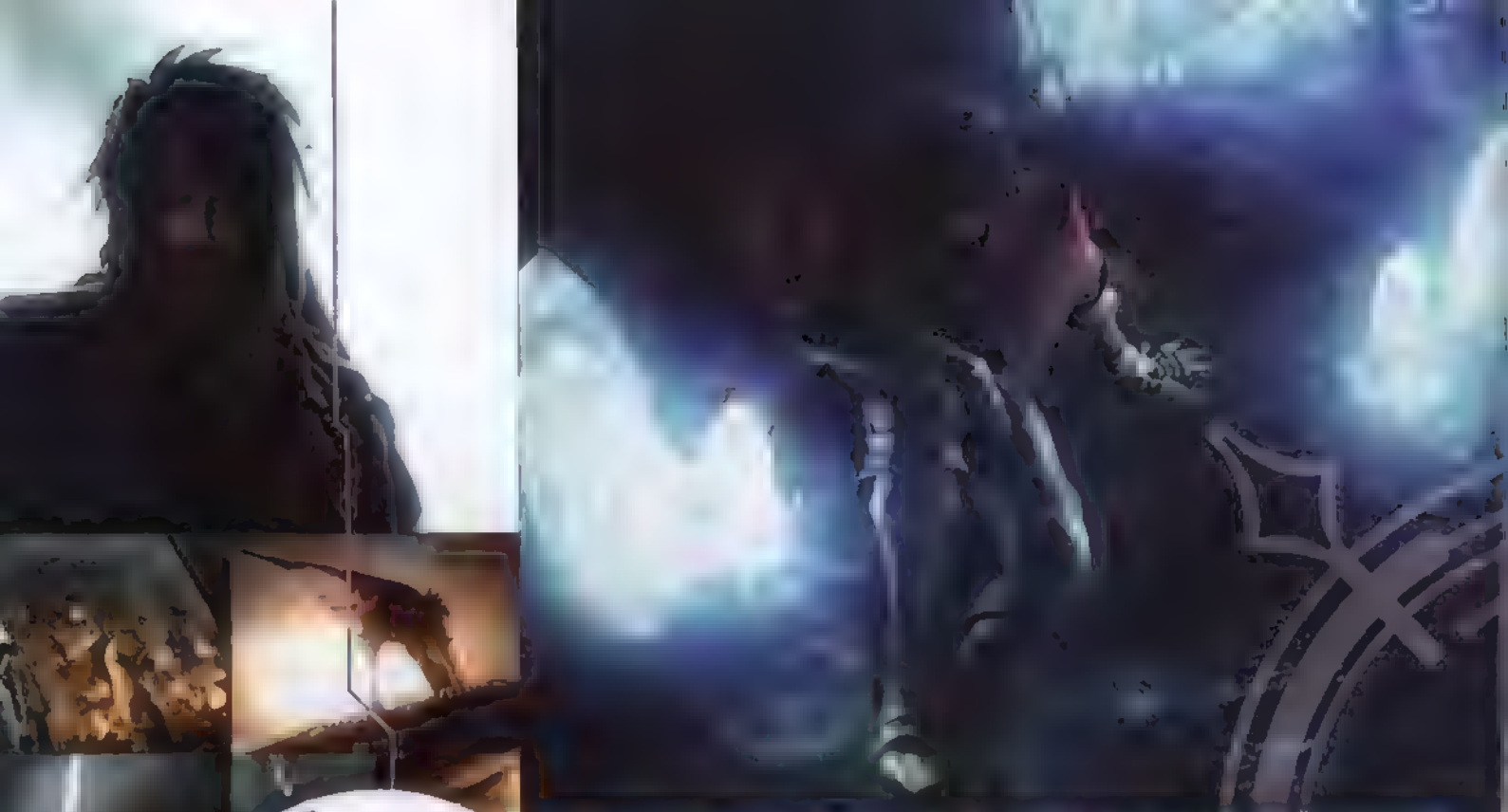
The Heavy Armored Soldier eventually gives up on Rockets and switches to a giant sword. Fortunately, Vincent can run fast enough to keep a safe distance from the Heavy Armored Soldier's sword. Run away from the boss while firing Materia Shots back at him. As long as Vincent has an extra Ether to replenish his MP gauge, the Fire Materia combined with the Materia Floater will prove too lethal of a combination for the boss to overcome.

SILENT EDGE WRAP-UP

Assuming you were not KO'd and already added some of the acquired Experience to Vincent's total, take the opportunity after the chapter to level up. As you probably noticed during the final battle, it may be difficult to go much further without an increase in maximum HP, not to mention an increase in defense.

You should have some gil left over afterwards, especially given the end-of-chapter bonus. Stock up on Hi-Potions and Ether and, if applicable, purchase the Long Barrel II and Short Barrel II upgrades.





HEADQUARTERS UNDER SIEGE

Vincent's skirmish in the street with Rosso has left him drained of energy and in a sad state of affairs. Fortunately, Shalua Rut found Vincent and brought him to the WRO Headquarters where he can recover in relative safety. If only his rest was peaceful.

Rosso's provocation of Vincent unleashed a power within him - perhaps linked to the Protomateria she speaks of - that is best left under wraps. For not only does it take a toll out of him physically, but it never ceases to rekindle the nightmarish memories he's spent so long trying to extinguish.

New Enemies Encountered

BULL HEAD

ENEMY
ANALYSIS

This small robotic shield moves on tank treads and features a large heavy plate of armor in the front. The Bull Head will provide cover for surrounding DG Soldiers as well as attempt to ram Vincent if he gets too close.

HEAVY ARMORED SOLDIER B

ENEMY
ANALYSIS

Like the boss from the Edge warehouse, this unit features sturdy armor and a large caliber cannon for a gun. Although its rate of fire is slow, the shells it fires can deliver significant damage.

Banking Summary

The two categories that can prove to be the most difficult in earning an S-rank for this chapter are Accuracy Rate and Time Expired. Accuracy Rate will certainly plummet while using the gun turret if you continually hold the trigger. Try to use the gun turret like any other gun and only fire when the pink reticule signals a lock-on.

As for the Time Expired category, this will only come with repetition. The best way to get a fast time for this chapter is by knowing where all of the WRO members are located, previously collecting the Memory Capsules, and defeating the bosses swiftly. Read the following walkthrough closely and replay any segments that you stumble on.

WRO HEADQUARTERS, 1F



MEMORY CAPSULE #19
Move to the northern edge of the first floor lobby near the lift and use the Hydra and Sniper Scope to shoot the Memory Capsule near the glass skylights high above. The Memory Capsule is at the southern end of the room.

STAGE MISSION 1

SUMMARY	S	A	B	C	D
Assist the 20 WRO Members!	20	19-15	14-10	9-5	<4

Vincent reaches the ground floor of the WRO Headquarters building just in time to lend a helping hand in defending the base against Deepground's assault. There are 20 WRO members scattered throughout the many floors of the building; you must go floor-by-floor and protect

04 - HEADQUARTERS UNDER SIEGE

Gun Parts Found					
NAME	CATEGORY	WT	POW	SPD	MKG
Gravity Hooper	Option	600	N/A	N/A	N/A
Gravity Cross	Accessory	30	N/A	N/A	N/A

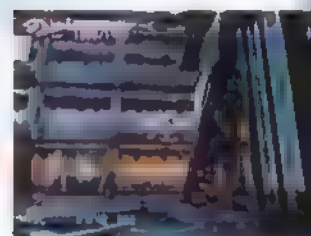
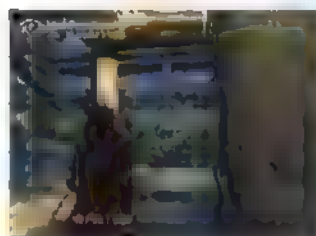
Chapter Ranking					
CATEGORY	S	A	B	C	D
Enemies Killed	>72	71-65	64-50	49-40	<39
Accuracy Rate	>60%	59%-50%	49%-35%	34%-20%	<19%
Damage Sustained	<1999	2000-2999	3000-4499	4500-5999	>6000
Critical Hits	>40	39-30	29-20	19-10	<9
Killchains	>45	44-35	34-25	24-10	<9
Items Used	<3	4-8	9-13	14-20	>21
Magic Casted	3	2	2	1	0
Make Converted	>90%	89%-70%	69%-50%	49%-30%	<29%
Times KO'd	0	1	2	3	>4
Time Expired	<24:59	25:00-29:59	30:00-36:39	36:40-41:39	>41:40

MISSION

1-1

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	5	3 WRO Members
Heavy Armored Soldier B	1	N/A

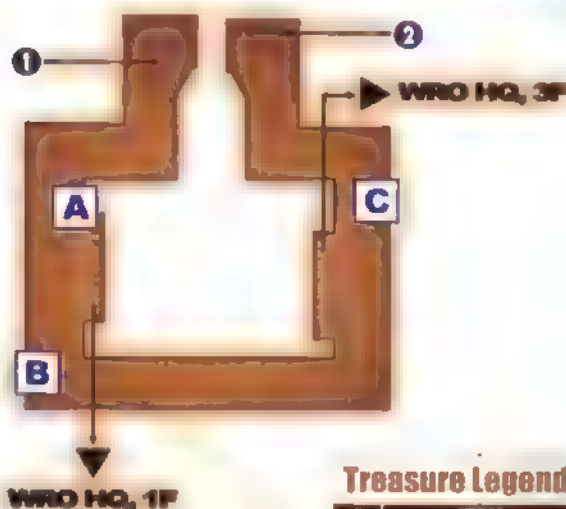
The firefight is in full swing and Vincent arrives just in time! Strafe to the right while targeting the DG Soldiers on the ground floor with the M Cerberus. After eliminating the enemies on the right-hand side of the room (the north), switch to the Hydra and target the Heavy Armored Soldier B on the second floor balcony. The three WRO Members in this area help out, but there will likely be one or two DG Soldiers remaining to the left. Work fast to keep the three of them alive



SOUNDS OF BATTLE

It might be difficult to ignore—you obviously want to help, after all—but once the three WRO members congregate in the corner and the immediate threat is gone, the floor is secure and your status in the mission is temporarily safe. Ignore the bullets flying back and forth on the upper levels, as the WRO members you must save are not in trouble. It's simply background noise at this point.

WRO HEADQUARTERS, 2F



Treasure Legend

#	ITEM
1	Machine Gun Bullets x30, Rifle Bullets x30
2	Red Potion

BATTLE

A

ENEMY	QUANTITY
DG Soldier	1

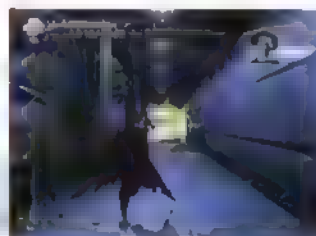
After collecting the items and mako from the first floor, switch to the Griffon or M Cerberus and head up the stairs on the left. Aim up the stairs while running and take down the DG Soldier who appears.

BATTLE

B

ENEMY	QUANTITY
DG Sergeant	1
Heavy Armored Soldier B	1
DG Soldier	2

Proceed around the southwest corner of the second floor and listen for the enemies to appear at the far end of the hall. Two DG Soldiers and a DG Sergeant appear in formation; take them out with a Materia Shot. Quickly backpedal to the corner and shoulder the Hydra, as a Heavy Armored Soldier B is on the third floor balcony firing massive artillery shells. He's on the skybridge near the center of the room



BATTLE

C

ENEMY	QUANTITY
DG Soldier	1

A barricade obstructs the stairwell to the third floor, but Vincent can get the Cardkey from the lone DG Soldier in the northwest corner of the area. Switch to the Griffon and hunt him down.

WRO HEADQUARTERS, 3F



Treasure Legend

#	ITEM
1	Limit Breaker
2	Rifle Bullets x30
3	Potion

MISSION 1-2

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	3	3 WRO Members
Heavy Armored Soldier B	1	N/A

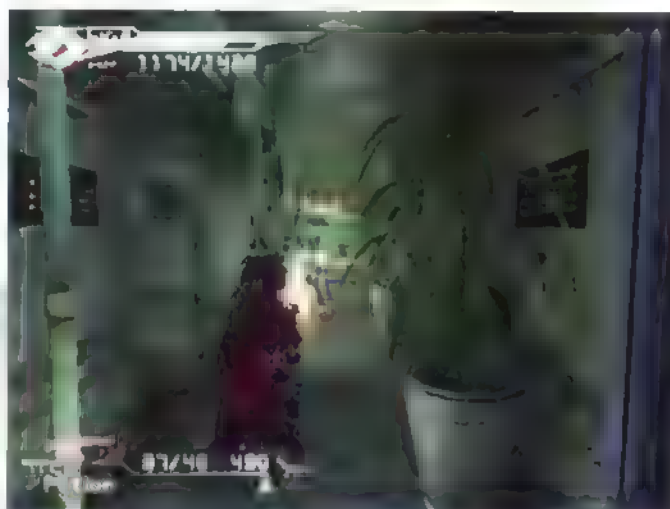
As long as Vincent disposed of the Heavy Armored Soldier B on the walkway, there are only three DG Soldiers to deal with here. Run up the stairs to the third floor, immediately turn left, then sprint into battle ahead of the WRO Members. Use the Griffon or Cerberus to pop the DG Soldiers near the far end of the walkway, then quickly switch to the Hydra and take out the Heavy Armored Soldier B on the fourth floor to the south.



BATTLE B

ENEMY	QUANTITY
DG Soldier	1

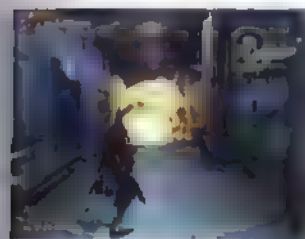
Enter the corridor in the southwest corner of the third floor to maneuver around the barricade. A DG Soldier leaps out of an alcove in the corridor just west of the entrance, so be on guard!



BATTLE A

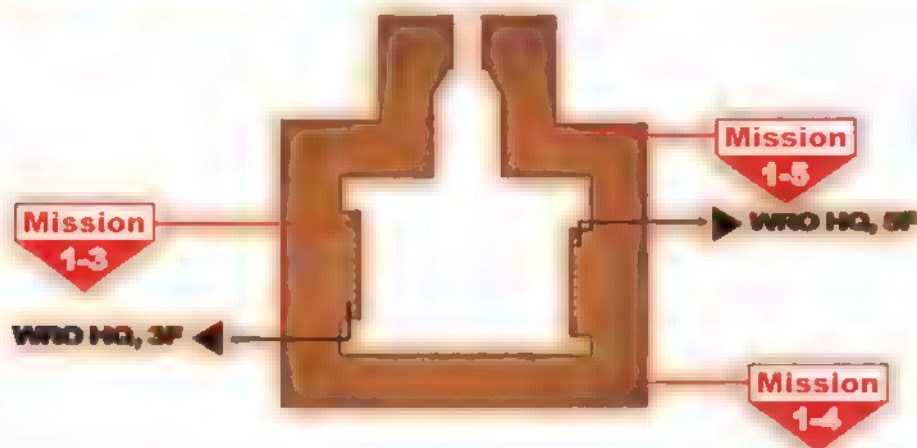
ENEMY	QUANTITY
DG Sergeant	1
DG Soldier	3

Collect the items in the eastern corridor, then continue toward the barricade to the west in the main atrium area. Some Deepground units head to the other side of the barricade as Vincent gets near it, so fire a Materia Shot at them. The Fire



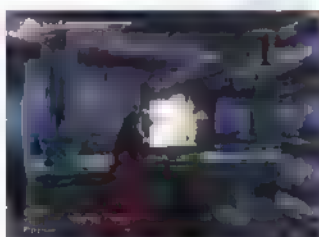
Materia, together with the Materia Floater, results in a level 2 Fire Magic attack that is potent enough to eliminate them all, provided you make a direct hit.

WRO HEADQUARTERS, 4F



MISSION 1-3			
ENEMY	QUANTITY	MISSION NOTE	
DG Soldier	2	2 WRO Members	

Run up the stairs with the M Cerberus in hand (and plenty of MP!) and watch as two WRO members hightail it around the corner from the north with several DG Soldiers on their tail. Immediately target one of the DG Soldiers and fire a Materia Shot to buy enough time for the WRO members to flee.



MISSION 1-5			
ENEMY	QUANTITY	MISSION NOTE	
DG Soldier	2	1 WRO Member	

Two DG Soldiers in the corner of the fourth floor are holding a WRO member hostage. Sneak up behind them and use the M Cerberus to pop them both. This is the twelfth WRO member needing assistance thus far, and none are easier to save than this one. Also note that one of the fallen DG Soldiers will drop a much-needed Cardkey!



MISSION 1-4			
ENEMY	QUANTITY	MISSION NOTE	
DG Soldier	3	3 WRO Members	

Sprint around the perimeter of the fourth floor in a counter clockwise direction and, once again, make sure that Vincent has plenty of MP. Take out the explosive barrel on the far east side of the floor before rounding the southwest corner. As you approach the stairway leading to the fifth floor, three WRO members appear in a gunfight where the barrel was located. Target the distant DG Soldiers and fire a Materia Shot at them. With the explosive barrel gone, there's no need to worry about inflicting harm to the WRO members.



WRO HEADQUARTERS, 5F



Treasure Legend

#	ITEM
1	Machine Gun Bullets x30
2	Limit Breaker
3	Ether

BATTLE

A

ENEMY	QUANTITY
DG Sergeant	1
Heavy Armored Soldier B	1
DG Soldier	5

The fifth floor is eerily absent of gunfire and mayhem when Vincent arrives, but that soon changes. Head north to the lift where a lone DG Soldier stands guard, as others descend in the elevator-like contraption. Dispose of the DG Soldier and return to the fourth floor.

Once on the fourth floor, head to the lift and fire a Materia Shot at the small army of Deepground units exiting the lift. During this sequence, Vincent gains some gil as well as the valuable **Gravity Floater** gun option. Board the lift and press the X button near the control panel to ride it up to the fifth floor.



BATTLE

B

ENEMY	QUANTITY
DG Soldier	1

Equip the Hydra rifle while on the lift and exit the lift to the left with the gun's sights fixed on the explosive barrel near the gun turret to the south. A lone DG Soldier will make a dash for the gun turret—shoot the explosive barrel to ensure he doesn't get that chance! Continue through the door to the west.



STAGE MISSION 2

SUMMARY

Reach the Command Room as fast as you can!

S	A	B	C	D
<0:59	1:00	1:20	1:40	>2:20
	1:19	1:39	2:19	

The corridor in the western side of the fifth floor winds its way to a staircase that leads to the WRO Command Center on the sixth floor. Vincent must battle through the Deepground forces to ensure Reeve's safety.

NUMBER 13

The girl who instructs Vincent to hasten to the Command Center on the sixth floor isn't just the mission provider; she also counts as the thirteenth WRO member for Stage Mission 1.

MISSION

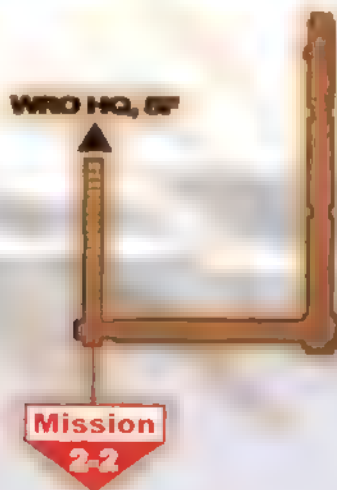
2-1

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	3	The Route to the Command Center
Beast Soldier	2	N/A

Fire a Materia Shot at the two DG Soldiers at the end of the hall and sprint away from the lone female WRO member who gave Vincent the mission. Venture down the hall to the left and watch as the two Beast Soldiers run from right to left. Let them pass and step into the T-junction facing right—shoot the DG Soldier there, then turn and fire on the two Beast Soldiers. Proceed to the staircase leading to the sixth floor.



WRO HEADQUARTERS, 6F

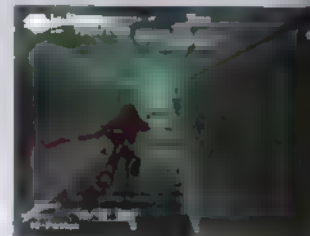


MISSION

2-2

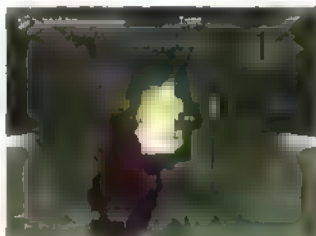
ENEMY	QUANTITY	MISSION NOTE
DG Sergeant	1	The Route to the Command Center
Heavy Armored Soldier B	2	N/A

Aim up the stairs and fire a round as soon as the reticule locks onto the explosive barrel the DG Sergeant is rolling down at Vincent. With the right timing, you can get the shot off early enough to clear the way for Vincent and eliminate the DG Sergeant with the splash damage.



The hallway leads to the left atop the stairs, where two Heavy Armored Soldier B units are visibly walking away from Vincent. Eliminate the first one with a Materia Shot while his back is turned, but prepare for the other Heavy Armored Soldier B to appear from around the corner.

Fire a second Materia Shot as soon as possible to avoid getting in a shootout with the enemy. His toe's artillery shells are usually not that difficult to dodge, but there is nowhere to flee in this tight hallway!



TIME TO WRO COMMAND EXPLAINED

Vincent finds Reeve and Cait Sith in perfect health when he arrives. Apparently, Reeve believes Azul of the Tsviets is on the premises. Vincent had better get after him!

Before returning to the fifth floor, view the game's Status screen. There are four possible points a player can earn for Stage Mission 2. Completing the mission in under 59 seconds earns an "S" rank and all four points. Earning an "A" rank nets you three points, a "B" rank is worth two points, and so on down to a score of 0 (zero) points for a "D" rank.

WRO HEADQUARTERS, 5F CONT'D

BATTLE	ENEMY	QUANTITY
C	DG Soldier	3

Cross back through the lift to the east side of the room and enter the corridor beyond the unlocked door. Grab the **Limit Breaker** from the corner and take out the DG Soldier around the bend to the south. Weave through the following zigzags and eliminate the additional pair of DG Soldiers up ahead. Exit the hallway through the door, grab the **Ether** on the right, and approach the gun turret.

STAGE MISSION 3

SUMMARY	S	A	B	C	D
Swiftly eliminate the reinforcement squad.	<0:39	0:40-0:49	0:50-0:59	1:00-1:09	>1:10

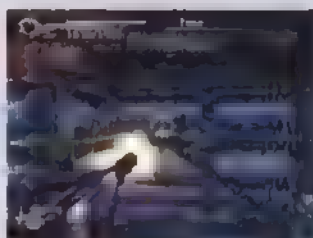
The moment Vincent takes hold of the gun turret, a number of enemies flood into the atrium of the WRO Headquarters on the fifth and fourth floors. The time limit to eliminate them all is 1:44. There are 12 enemies—six each on the fourth and fifth floors.

No matter how tempting it may be to hold the trigger down and spray hot lead to and fro with mindless glee, don't do it! Those aiming for an S-rank need to ensure at least 60% accuracy for this chapter. The most surefire way to suffer a drop off in accuracy is to go bananas in the gun turret, so show some restraint! Fire when the reticle is red and not at any other time.

ACCURACY RATE ABOMINATION

MISSION	ENEMY	QUANTITY	MISSION NOTE
3-1	DG Soldier	8	12 Deepground Units
	Heavy Armored Soldier B	4	N/A

Perhaps the first priority in the gun turret should be to eliminate the four Heavy Armored Soldier Bs. Start by taking out the one on the fifth floor as he approaches from the left. Drop the reticle to the fourth floor and scan the horizon from right to left while looking for the other Heavy Armored Soldier B. Keep the gun turret pointed in the northeast corner near the lift, as the next Heavy Armored Soldier B enters the fight at that very spot!



Now pan back to the right while removing any DG Soldiers who catch your eye. Note, however, that one final Heavy Armored Soldier B approaches from the right on the fourth floor. Go after him next and finish off any remaining DG Soldiers as fast as possible

UNLIMITED AMMO, NOT HEALTH

It's easy to lose track of Vincent's mortality when strapped into a gun turret with unlimited ammunition, but beware that he's taking real damage. Sneak a glance at Vincent's HP gauge every few seconds to make sure he's still in good health.

WRO HEADQUARTERS, 1F (CONT'D)

IN SEARCH OF AZUL

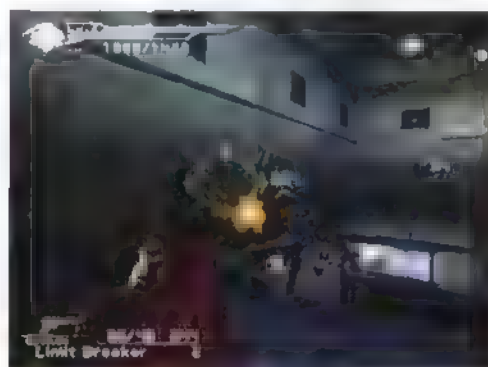
Vincent was able to steal a glimpse of Azul going through a door on the ground floor of the building. After finishing Stage Mission 3 and annihilating the reinforcements, return to the lift and descend to the first floor. Once there, use the shop in the corner to load up on items and continue through the door in the northwestern corner.

MISSION

1-6

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	2	2 WRO Members

Run through the winding corridor toward the sound of gunfire and shoot the DG Soldiers on the stairs that lead to the basement. The two WRO members on the landing to the right don't have much time before the DG Soldiers land a fatal shot, so hurry! Grab the **Limit Breaker** and ammunition from the briefcases on the right and descend into the basement.



WRO HEADQUARTERS, BASEMENT 1



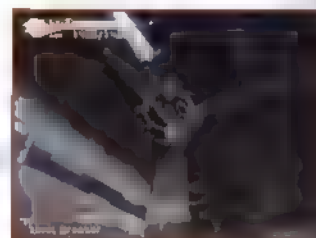
MEMORY CAPSULE #20

This particular Memory Capsule is in the northwest corner of the basement. It is located near the ceiling, to the right of the three pipes.



MEMORY CAPSULE #22

Take a few steps past the final barricade in the basement and turn around. The Memory Capsule is on the pipe on the north side of the hallway.



MEMORY CAPSULE #21

Stand next to the final two WRO members and look at the ceiling to the southwest of their position. The Memory Capsule is on the large pipe, just below the ceiling.

MISSION 1-7

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	2	3 WRO Members
DG Sergeant	1	N/A

The moment Vincent reaches the basement, he is thrust into the role of savior as three Deepground units sprint past him in pursuit of three WRO members. Step out from the stairwell and fire a Materia Shot to stop the enemies in their tracks. Use the M Cerberus to finish off any stragglers. Not only does the DG Sergeant drop the Cardkey, but one of the fallen foes also drops the Power Cross.



MISSION 1-8

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	1	2 WRO Members
Bull Head	1	N/A
DG Sergeant	1	N/A

End the Limit Break and grab the M Cerberus. Two WRO members rush past Vincent as he rounds the corner beyond the next barricade, they're trying to be heroic, but they're about to get themselves in trouble. Run alongside them and fire a Materia Shot at the Deepground units up ahead before they can harm these two WRO members.



BATTLE A

ENEMY	QUANTITY
DG Soldier	3
DG Sergeant	1
Bull Head	4



Deactivate the barricade with the Cardkey and use a Limit Breaker before rounding the corner. Several DG Soldiers and robotic armored infantry, known as Bull Heads, are guarding the next corridor. Use the explosive barrel on the right to eradicate

the DG Soldiers. As for the Bull Heads, leap into the air and rapidly press the Circle button to make the Galian Beast hurl powerful projectiles at the other enemies. The next DG Sergeant drops yet another Cardkey.

Don't miss the Mako Point in the room to the north. It's easy to overlook this circular room, as the door is quite inconspicuous. The room is located just east of the final barricade.

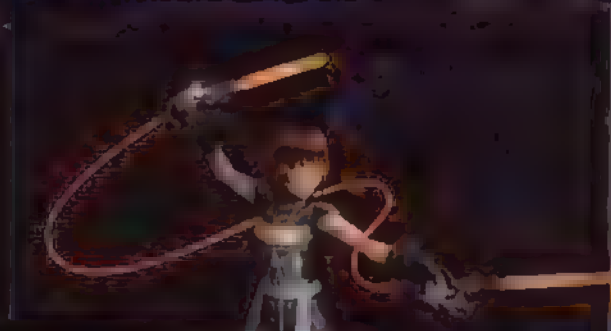
MAKO ALERT!

04 - HEADQUARTERS UNDER SIEGE

SHELKE THE TRANSPARENT

WEAPON FRAME BARREL SCOPE OPTION ACCESSORY BULLETS

1	2	3
M. Cerberus	Hydra	Griffon
Normal Barrel III	Normal Barrel III	Normal Barrel III
Materia Floater	N/A	Materia Floater
Gravity Floater	Gravity Floater	Gravity Floater
Thunder Materia	Power Cross	Thunder Materia
Handgun Bullets	Rifle Bullets	Machine Gun Bullets



TYPE DAMAGE WHEN USED

Single Sword Slash	Twirling Slash	Leaping Overhead Slash	Dashing Sword Lunge	Eight Strike Combo
60	90	400	400	800
Throughout entire battle	Throughout entire battle	Throughout entire battle	Throughout entire battle	Only after receiving 50% damage

Although Reeve feeds Vincent some tranquilizer bullets, that doesn't mean Vincent can't utilize Materia or a Limit Breaker! The room in which the battle takes place is rather small, lacks items, and plays to Shelke's advantages. Vincent must make quick work of her, as the longer this battle goes on, the better Shelke's odds become.

Shelke has no projectile attacks, but her incredible speed and ability to leap and flip across the room make her the female equivalent of a speeding bullet. Her EM sabres are quite deadly and, if given the chance, she can unleash a lengthy combination attack that can drain Vincent of 800 HP. Shelke zigzags across the room toward Vincent as if on ice skates. Leap into the air and unleash a melee combo attack to counter her impending sword slash. She's extremely fast, so it's imperative to leap before she gets too close if your goal is to deflect her attack with one of Vincent's.



Vincent's big chance to damage Shelke lies in quickly backpedaling away from her while firing Materia Shots. The Thunder Materia launches an instantaneous bolt of lightning that can zap the boss for over 600 HP of damage if used with the Materia Floater. This should be a primary attack for the first half of the battle.

Watch for Shelke to initiate her purple Materia Shield and don't waste any firepower on her while it's in use because it's indestructible. Instead, continue to distance Vincent from her while keeping the reticule firmly sighted on her head. The shield only lasts for approximately four seconds, so fire a Materia Shot just as the shield is about to disappear.

Continue to attack Shelke with Thunder Materia and combination melee attacks until her HP is reduced to 50%. When this occurs, she starts using her powerful eight-strike combination attack. This attack is often prefaced by a series of jumps in which she literally bounces from the walls and ceiling while closing in on Vincent's position. This attack is deadly and virtually impossible to defend against thanks to her amazing speed.



Rather than suffer the damage and use items to undo the hurt, use a Limit Breaker. This not only levels the playing field, but also gives Vincent a sizable boost in strength and defense! Rush up to Shelke as the Galfin Beast and unleash multiple combinations against her. Leap into the air and rapidly tap the Circle button to hit her with projectiles, punches, and—ultimately—a powerful, ground-shaking shockwave that is certain to finish her off.

WRO HEADQUARTERS, BASEMENT 2

Treasure Legend

#	ITEM
1	Handgun Bullets x60
2	Handgun Bullets x60

Boss

AZUL THE CERULEAN

WEAPON FRAME BARREL SCOPE OPTION ACCESSORY BULLETS

1	2	3
M Cerberus	Hydra	Griffon
Normal Barrel III	Normal Barrel III	Normal Barrel III
Materia Floater	N/A	Materia Floater
Gravity Floater	Gravity Floater	Gravity Floater
Fire Materia	Power Cross	Fire Materia
Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE DAMAGE WHEN USED

Heavy Cannon Blast	Machine Gun Fire	Ground Shockwave
600	100	320
Throughout entire battle	Throughout entire battle	Throughout entire battle



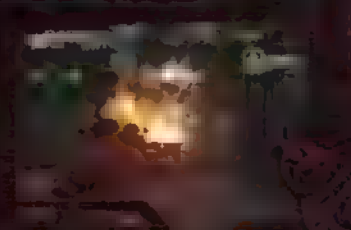
Vincent's battle against Azul takes place in a large Storage room littered with explosive barrels. In addition to the barrels on the floor, there are several more on two shelves above the floor. Vincent can use the large support pillars for cover from Azul's gunfire, but Azul's slow speed makes it possible for Vincent to fight him from a single position.

Thanks to the destruction of Azul's remarkable shield, Vincent only needs his trusty M Cerberus and a handful of explosive barrels to take care of Azul. When the battle begins, lock on to the barrel to the right of Azul and shoot it. Strafe back to the left and shoot the barrel on the other side of him. As long as Azul is close enough to the barrels when they explode, he will lose a minimum of 700 HP with each burst.

Back away from Azul in a zigzag pattern to draw his fire in various directions. His massive cannon is slow to fire, and it takes quite a bit of effort on his part to fire so most of his attacks will fly errantly.

Azul's most deadly attack is his ground-shaking shockwave. Watch for him to raise the cannon vertically over his head and slam it down into the ground. Double jump over the spreading white shockwave to avoid any significant damage. Watch for the white flash to spread and quickly double jump as the follow-up explosion comes ripping across the room in all directions!

Azul slowly makes his way across the room as the fight drags on. Just because there aren't many explosive barrels in the middle of the floor doesn't mean that you can't continue to use the same strategy. Target the barrels on the shelves high on the wall and fire a single shot at them. When hit, the shelved barrels fall down onto the floor. Drop a few within range of Azul and open fire on them to finish him off.



04 - HEADQUARTERS UNDER SIEGE

HEADQUARTERS UNDER SIEGE WRAP-UP

Convert the Experience earned during this chapter into gil if you like and head to the modification section of the shop. Purchase the P Griffon upgrade (you need 17,000 gil) to increase the machine gun's accuracy and power and, if possible, the P Griffon B modification to further increase the frame's firepower.

Lastly, use your final 1,000 gil (if available) to purchase the **Materia Booster**. This optional item, when combined with the Materia Floater scope, can boost Materia Shots to power level 3!



05

MANOR OF DESPAIR

With the WRO Headquarters secure, Vincent bids Reeve goodbye and heads off to Shinra Manor. Vincent is a man of few words and although Reeve seems to understand why Vincent would want to go there, the true reason goes unstated. We can only assume that Vincent feels that his past, especially the burden he bears concerning Lucrecia, may be linked to Deepground and a clue may be found at the Shinra Mansion.

Reeve suggests that Vincent make his way through the Nibelheim sewers, as the entrance to the mansion is sure to be heavily guarded. While Vincent is gone, Reeve plans to use Cait Sith to explore the ruins of Midgar and see exactly what the Deepground units are doing.

New Enemies Encountered

SAHAGIN

ENEMY
ANALYSIS

These sewer-dwelling mutants resemble turtles, but they are much larger and well armed! Sahagin attack with a trident as a melee weapon, and also have the ability to fire piercing projectiles.

SOLDIER TROOPER

ENEMY
ANALYSIS

Some of Shinra's old guards are still inhabiting the mansion. These swift-moving swordsmen are masters of their craft and possess a number of attacks that can inflict a moderate amount of damage. Most damaging of all is their ability to knock down Vincent.

Ranking Summary

Although difficult, it's not impossible to earn an S-rank on this chapter provided you have some practice deactivating the mines and being stealthy with Cait Sith. If you're on a repeat play-through and looking to get a great rank, try to focus on earning Critical Hits. Fortunately, a little patience during the opening sewer section can help remedy this as the Sahagin are prime candidates for Critical Hits. Master that particular category and play a precision run-through so you know how to be efficient and save time when possible, and you'll have the S-rank in no time!

NIDELHEIM SEWERS 1



Treasure Legend

#	ITEM
1	Potion
2	Handgun Bullets x72
3	Phoenix Down



MEMORY CAPSULE #23

Turn around to face north at the entry point in the sewers. The Memory Capsule is beyond the grate just above the water's surface.

Sewers: Then and Now



Chakra Manolo: Then and Now

Chakra Manolo: Then and Now



Chakra Manolo

05 - MANOR OF DESPAIR



Gun Parts Found

NAME	CATEGORY	WT	POW	SPD	RNG
Guard Mavria	Accessory	30	N/A	N/A	N/A
Booster	Option	750	N/A	N/A	N/A

Chapter Ranking

CATEGORY	S	A	B	C	D
Enemies Killed	>130	129-110	109-90	89-70	<80
Accuracy Rate	>80%	79%-70%	69%-60%	59%-40%	<40%
Damage Sustained	<4300	4301-5600	5601-7000	7001-8400	>8400
Critical Hits	>80	79-65	64-45	44-30	<30
Killchains	>65	64-50	49-35	34-20	<20
Items Used	<9	10-15	16-23	24-29	>29
Magic Casted	>10	9-7	6-5	4-3	<3
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Completion Time	<45:00	45:01-55:00	55:01-65:00	65:01-75:00	>75:00

STAGE MISSION 1

SUMMARY

Kill the 33 Sahagin in the sewers of Nibelheim.

S

A

B

C

D

33

32 29

28 16

17 7

<6

The sewers leading to the Shinra Mansion are crawling with 33 Sahagin. These violent, mutated sewer creatures offer no benefit to the planet and should be exterminated. Destroy as many as possible while traveling through this area.

MISSION 1-1

ENEMY

QUANTITY

MISSION NOTE

Sahagin

4

4 Sahagin

As soon as the Stage Mission is presented and the first wave of three Sahagin appears, back away toward the starting point to distance Vincent from them. Fire a Materia Shot at them as soon as they begin to funnel into the narrow passage.

Collect the items from the alcoves up ahead, but keep the gun handy when approaching the third briefcase. A lone Sahagin drops onto the briefcase, so be ready to shoot!



A SHELL SHOCKER



There are two things to keep in mind when fighting the Sahagin. First, don't let them get too close because their tridents are fairly sharp. Second, don't waste ammo when attacking them from behind. Unless you have a clean shot at their head, look for a better angle or use a Materia Shot. Their shell is very durable and protects their backside well.

MISSION 1-2

ENEMY

QUANTITY

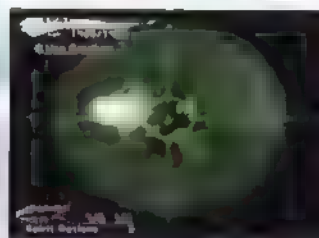
MISSION NOTE

Sahagin

7

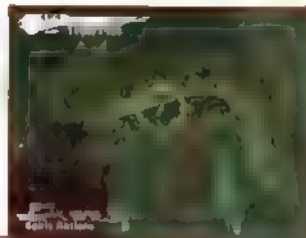
7 Sahagin

Shoot the Sahagin near the barricade and climb the ladder in the alcove on the right. Vincent must drop into the room to the south to continue, but first snipe the Sahagin on the distant ledge. Drop into the shallow pool after collecting the Mako Point and move to the left; four more Sahagin will attack in pairs of two. Killchain the first two with Critical Shots to the head, then finish off the others with a Materia Shot or multiple blasts from the Griffon. Note that the latter two foes will likely charge Vincent with a bit more aggression than the first foes.



One final Sahagin resides in this area. Deactivate the barricade with the Cardkey and proceed north with caution. This particular Sahagin charges Vincent from around the blind turn and can be on him with amazing swiftness.

INDELHEIM SEWERS 2



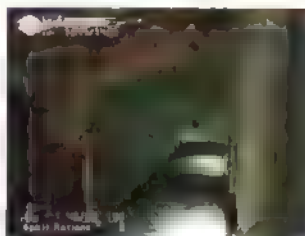
MEMORY CAPSULE #24
Stand on the Mako Point near the ladder and look to the north. The Memory Capsule is on the large pipe near the ceiling. Shoot it through the gap between the two pipes.

Treasure Legend

#	ITEM
0	Rifle Bullets x56
0	Limit Breaker
0	900 gil
0	Machine Gun Bullets x70
0	1000 gil
0	Blizzard Malaria

MISSION	ENEMY	QUANTITY	MISSION NOTE
1-3	Sahagin	2	2 Sahagin

Continue south into the second section of the sewers and target the explosive barrel below the walkway. There are two Sahagin in close proximity to the barrel and one shot can net a nice Killchain!



MISSION	ENEMY	QUANTITY	MISSION NOTE
1-5	Sahagin	3	3 Sahagin

Proceed south through the large, brick-lined tunnel and pause before the exit. Snipe the Sahagin on the ledge high to the right, then turn and finish off the one patrolling the walkway straight ahead

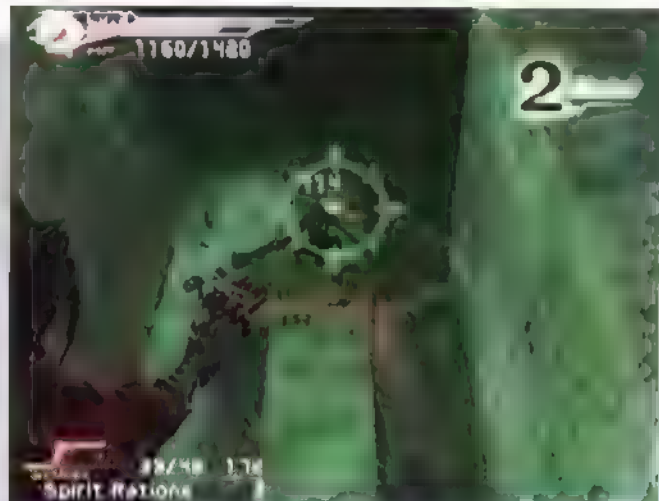


MISSION	ENEMY	QUANTITY	MISSION NOTE
1-4	Sahagin	1	1 Sahagin

Enter the narrow tunnel leading to the cargo crate to the north, but don't get too close to it. This particular crate doesn't contain an item; but it's actually home to a sneaky Sahagin! Shoot the crate to break it, then shoot a second time to kill the creature



Stay in the water and loop around to the north, where the cargo crates are located. Shoot the crates to start a Killchain, then quickly enter the area and shoot the Sahagin on the overhead pipe to the right.

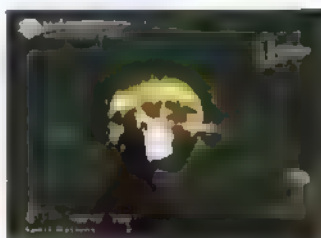


MISSION

1-6

ENEMY	QUANTITY	MISSION NOTE
Sahagin	2	2 Sahagin

Climb the ladder toward the Mako Point and shoot a Fire Materia Shot into the tunnel leading south where the two Sahagin are positioned. Collect the item at the end of the tunnel before proceeding to the northeast



Continue to the northeastern end of this section of the sewers, but don't exit just yet. Climb out of the water into the dry spillway on the left to acquire the *Blizzard Materia* from the well hidden briefcase.

BLIZZARD MATERIA FOUND!

NIBELHEIM SEWERS 3



MEMORY CAPSULE #25

Stand in the center of the area where the Sahagin sprung their trap with the two barricades and look up and to the east. The Memory Capsule is high above the ground, in the shaft rising up between the pipes. Step back to the west and aim under it to hit it.

Treasure Legend

N	ITEM
1	Potion
2	Rifle Bullets x40
3	Handgun Bullets x72
4	2500 gil
5	Potion
6	500 gil



MISSION

1-7

ENEMY	QUANTITY	MISSION NOTE
Sahagin	3	3 Sahagin

Enter this third area of the sewers and immediately turn and shoot the Sahagin through the gate on the right. Follow the narrow corridor to the north. Vincent encounters two additional Sahagin prior to passing the barricade to the west. Keep the gun handy and shoot them as they appear; individually, they shouldn't pose much of a threat. The third Sahagin drops a **Cardkey**

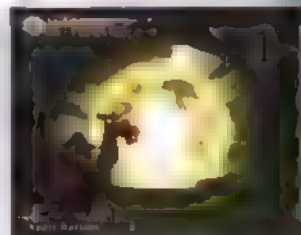


MISSION

1-8

ENEMY	QUANTITY	MISSION NOTE
Sahagin	4	4 Sahagin

Deactivate the barricade and reload your gun of choice. As soon as Vincent grabs the briefcase up ahead, two additional barricades appear and four Sahagin leap out of hiding. Back away from them to the east and use a Fire Materia blast to foil their plans of baiting Vincent into an early demise. Use the **Cardkey** they drop to deactivate the western barricade and pick up the 2500 gil

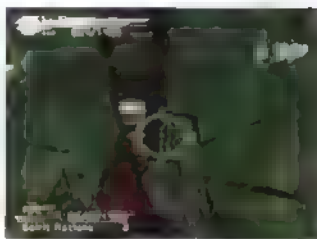


MISSION

1-9

ENEMY	QUANTITY	MISSION NOTE
Sahagin	7	7 Sahagin

Scale the ladder to the Mako Point and climb the stairs to the balcony in the large circular room on the right. The first Sahagin attacks as Vincent approaches the room. Eliminate this foe, then snipe the one near the column in the center. A third enemy then jumps down from the left. Dispose of these enemies and use the button on the central column to open the locked gate up ahead.

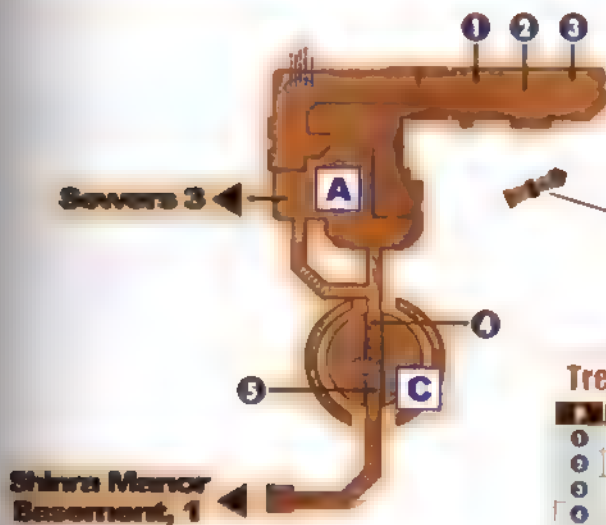


The next three Sahagin are on the ground floor. Vincent can snipe one of them from the upper platform, but the others only reveal themselves when Vincent appears. Return the way you came and follow the lower main tunnel

to the ground floor entrance of this room. Use the control button on the base of the column to raise the large gate

The final Sahagin is just inside the corridor to the north of the large gate. Take a few steps to the left at the intersection to lure it out of hiding; this is the final Sahagin of the 33 in the sewers

WELHEIM SEWERS 4



Treasure Legend

ITEM
1 100 gil
2 400 gil
3 Power Booster
4 Machine Gun Bullets x45
5 Handgun Bullets x90



MEMORY CAPSULE #26
Duck underneath the steel shutter near the elevator and look to the ledge on the right. The Memory Capsule is atop a crate where the DG Soldiers appear.

05 - MANOR OF DESPAIR

BATTLE

ENEMY	QUANTITY
DG Soldier	5



Climb the ladder to the next area of the sewers and shoot the DG Soldier with his back to the sewer entrance. There are four more DG Soldiers in the immediate area. Hide behind the crates and shoot the one on the walkway overhead,

then circle around to the left and take out the two foes near the elevator entrance. The final DG Soldier is on the second floor near the elevator; try to shoot him from the first level.

BATTLE

ENEMY	QUANTITY
DG Soldier	5



Crawl underneath the steel shutter near the elevator, then turn and shoot the Memory Capsule on the right before collecting the items from the three briefcases. After obtaining the **Power Booster**, three DG

Soldiers appear from the right—hit them with a Materia Shot! Two more appear in the alcoves on the north side of the room. But that's not all—DG Soldiers continue to flood this area until Vincent is KO'd or flees. Acquire the items and crawl back under the steel shutter before things get too dicey.

EXPERIENCE REQUIRED

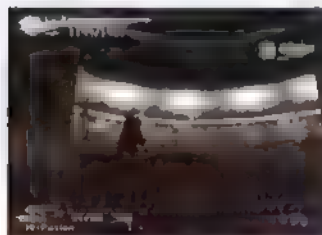
If you don't mind risking the utter destruction of your Damage Sustained rating, consider staying in this side-area beyond the garage door to earn lots of experience. DG Soldiers will endlessly enter the room to attack, thereby offering plenty of opportunity to gain a wealth of Experience that you can use to trade in for gil or use to level up.

Keep in mind that Vincent cannot actually reach the ledges on which the DG Soldiers appear, so there's no chance to collect any items or ammunition. In fact, stay in here too long and you won't have enough ammo remaining to survive the remainder of this area.



BATTLE

ENEMY	QUANTITY
DG Soldier	12
Heavy Armored Soldier B	1



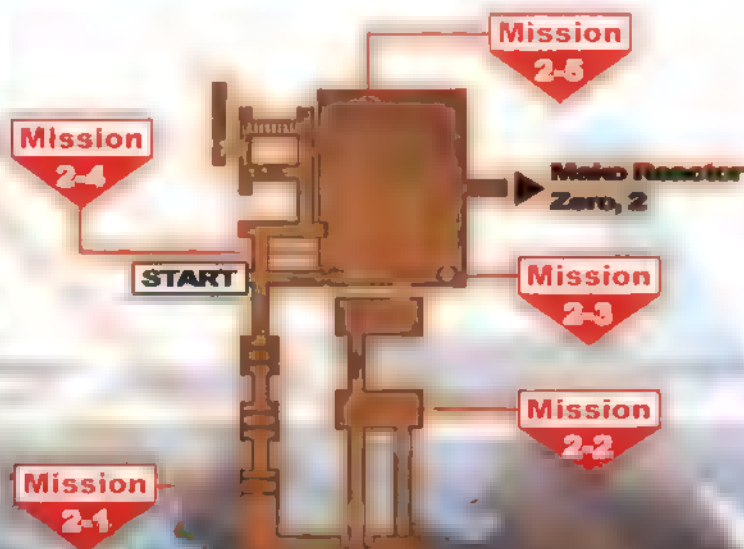
The doors on either end of the bridge in this area slam shut the moment Vincent picks up the briefcases. Quickly move behind the crates to the north and get ready for battle. Once the large shutters on the wall to the east open, five DG Soldiers take positions on the ledge. Aim quickly and precisely to drop them before they inflict too much harm.

When the shutters begin to close, dash behind the other crates (for partial cover) and turn to the west. At this point, seven DG Soldiers and a Heavy Armored Soldier B enter the area to the west. Shoot as many DG

Soldiers as possible and use a Materia Shot when the Heavy Armored Soldier B appears. Fire another one for good measure, as his armor may see him through it. With some quick trigger work, you just may just Killchain all of them!



MAKO REACTOR ZERO 1



Caith Sith has infiltrated Deepground's headquarters below Midgar, but now he needs help to uncover their nefarious plot.

When playing as Caith Sith, you can't use any items or magic and his attacks leave a lot to be desired. With that in mind, it is best to move stealthily, utilize available cover, and avoid detection at all costs. To do so, don't just run and hop everywhere—be sure to tilt the Left Analog Stick gently to make Caith Sith figure when enemies are nearby. They don't call this mission "Solid Caith" for nothing!

PLAYING AS CAITH SITH

STAGE MISSION 2

SUMMARY

Sneak past the DG Soldiers without being detected.	0	1-2	3-5	6-9	<10
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If Cait Sith is to survive his trip through Mako Reactor Zero and get the scoop for Reeve, then he must avoid detection. There are 13 enemies scattered throughout the two areas of the Mako Reactor to sneak past. Follow the tips below to learn how.

MISSION

2-1

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	1	1 DG Soldier to Sneak Past

Jump over the pipes to the south and take up position behind the third pipe. Watch the DG Soldier begin his march back to the left and slowly run to the crate on the walkway. Hide behind the crate until the DG Soldier walks back. When this happens, circle around to the left and move to the far end of the walkway.



MISSION

2-2

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	3	3 DG Soldiers to Sneak Past

Run and leap from the walkway where the handrail is missing and release the Left Analog Stick while Cait Sith is airborne. When done properly, he should land on a pipe in the distance. From there, watch for the two DG Soldiers patrolling the walkway to the left (there's a third directly below Cait Sith) to split and go in separate directions. When this happens, jump onto the walkway and run after the DG Soldier heading north. Slip past him and take cover behind the crate to the right.



MISSION

2-3

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	1	1 DG Soldier to Sneak Past

Descend the ladder about halfway and maneuver the camera so that you can see the lone DG Soldier on the floor below. Wait for him to turn his back to Cait Sith, then quickly press the X button to jump down. Dash to the left and hide behind the barrels to avoid detection.



MISSION

2-4

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	1	1 DG Soldier to Sneak Past

Push the white explosive barrel toward the DG Soldier as he walks away from your location. Run after the barrel and take cover behind the rusty barrel to the right

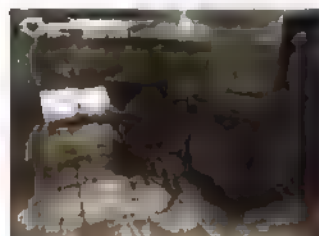


MISSION

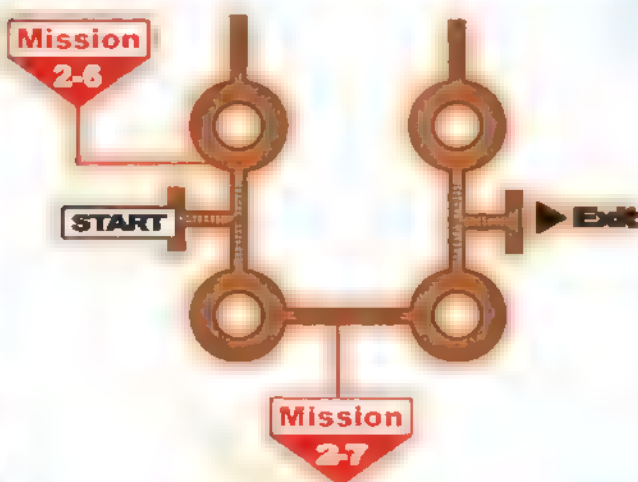
2-5

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	2	2 DG Soldiers to Sneak Past
Bull Head	2	2 Bull Heads to Sneak Past

Position the camera so that you can see the DG Soldier back to the south beyond the two Bull Heads. When he has his back to Cait Sith and the DG Soldier nearest the second explosive barrel isn't looking, slip out and push the barrel. Jump up and over the stack of crates and drop behind the two Bull Heads to continue on



MAKO REACTOR ZERO 2



MISSION

2-6

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	1	1 DG Soldier to Sneak Past

Climb the stairs to the left and leap over the explosive barrel that is on its side. Position the camera so that you can observe the lone DG Soldier patrolling the circular walkway at the bottom of the stairs. Wait for him to approach the stairway and push the barrel down at him. Rush down the stairs and onto the walkway to the left.

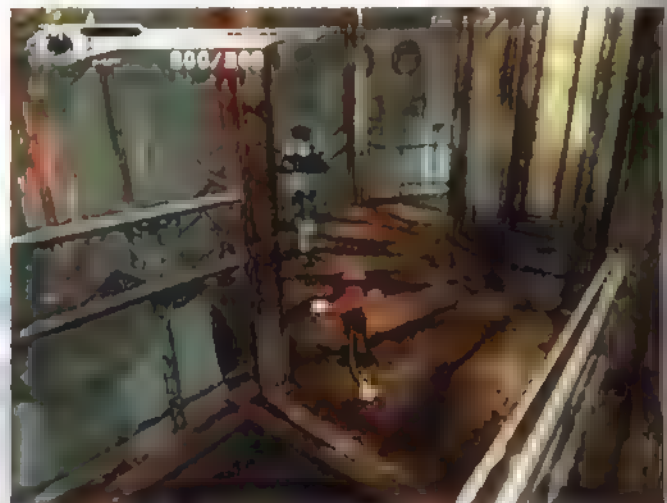


MISSION

2-7

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	2	2 DG Soldiers to Sneak Past

Hide behind the rusty barrel on the catwalk and watch the two DG Soldiers in the northeastern corner patrol the circular walkway. Wait for one of them to walk past the walkway that Cait Sith is on and run after him. Tiptoe slowly behind him and descend the stairs leading to the left. To exit the area, turn right and descend the stairs to the hole in the wall



SHINRA MANOR BASEMENT 1



MEMORY CAPSULE #28

The Memory Capsule is in the ceiling ventilation directly to the left of the shelves on which the DG Soldier was perched.



MEMORY CAPSULE #27

Enter the room to the east of the library and look underneath the toppled bookcase on the left. The Memory Capsule is propped up underneath the bottom of the bookshelf.

Treasure Legend

#	ITEM
1	Handgun Bullets x60
2	Rifle Bullets x60
3	Potion
4	Handgun Bullets x60, Limit Breaker
5	Omega Report
6	Handgun Bullets x60, Limit Breaker, Machine Gun Bullets x70

STAGE MISSION 3

SUMMARY

	S	A	B	C	D
Find the four Omega Report files	4	3	2	1	N/A

Vincent's reunion with the image of Lucrecia in the library where he spent so much time raises the issue of the awakening of Omega and his plans for the planet's destruction. It's unclear how it can be presented but Lucrecia has left four Omega Report diskettes behind for Vincent to study. Vincent will acquire the first of the diskettes during the cinematic—it's up to you to find the other three!

BATTLE

A

ENEMY

DG Soldier

QUANTITY

3

Enter the room east of the library with a gun drawn and blast the three DG Soldiers. The first one is near the room's entrance, while the other two emerge from the closet to the south

BATTLE B

ENEMY	QUANTITY
DG Soldier	2
Beast Soldier	1

Swing open the doors on the south side of the library and shoot a blast of Fire Materia at the Beast Soldier bouncing across the wall. The radius of the blast, especially if the proper accessories are equipped, should also eliminate the DG Soldier nearby. Collect the **Potion** from the room on the left and step through the doors on the right while being mindful of the DG Soldier on the other side.



BATTLE C

ENEMY	QUANTITY
DG Soldier	1

There is a lone DG Soldier in the bedroom on the opposite side of the hall from where Vincent will be entering. Shoot the DG Soldier to the left and utilize the Mako Point on the right. Shinra Manor contains many hiding places for DG Soldiers and other enemies, so move slowly and always expect someone to jump out from hiding.

BATTLE D

ENEMY	QUANTITY
DG Soldier	2
Beast Soldier	1

Follow the hallway to the west and round the corner slowly. The DG Soldier is atop the shelves on the right, but by the time you see him a Beast Soldier will come charging toward Vincent. Fire a Materia Shot at the DG Soldier, then backpedal while fixing your sights on the Beast Soldier. There is one final DG Soldier up ahead, hiding behind a crate near the end of the hall.



MISSION 3-1

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	1	1 Omega Report File
Beast Soldier	1	N/A

Grab the items from the table in the first room on the left, then advance to the book storage area. Two enemies appear from the north end of the room. Hit them with a Materia Shot, then grab the **Omega Report** from the last row of shelving.



BATTLE E

ENEMY	QUANTITY
DG Soldier	4

After collecting the Omega Report, follow the hallway to the southeast corner of the area. Prepare to fire a Materia Shot as soon as you go through the door, because four DG Soldiers are hiding behind the crates and barrels up ahead. Continue south to enter the rocky, dungeon-esque corner of the basement.



SHINRA MANOR BASEMENT 2



Treasure Legend

#	ITEM
1	Phoenix Down
2	Handgun Bullets x60

BATTLE

A

ENEMY	QUANTITY
SOLDIER trooper	1

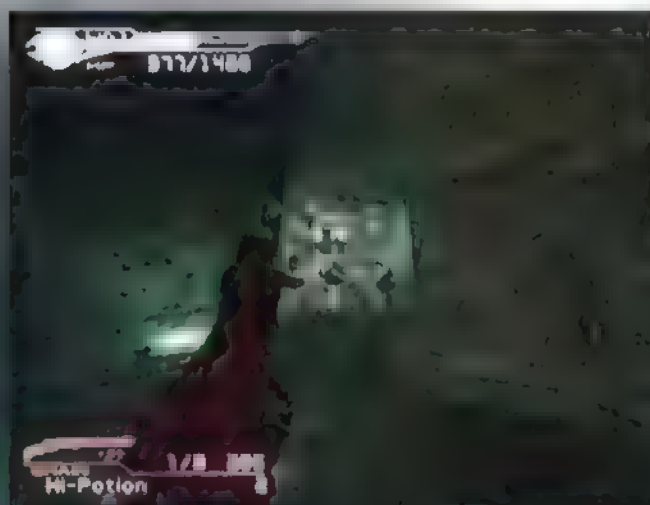
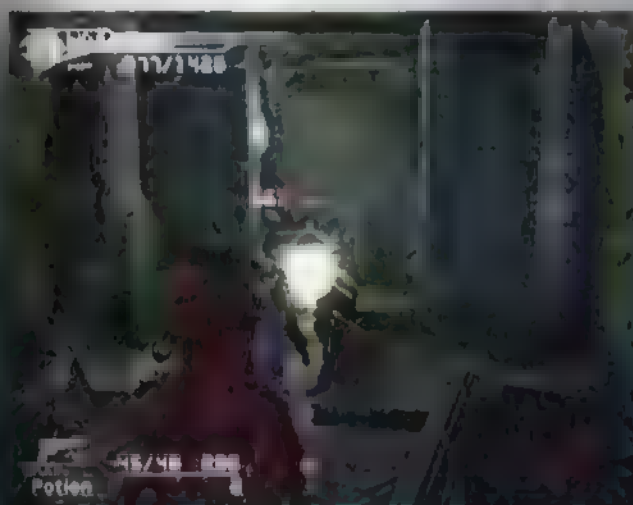
Enter the room beyond the door on the left and approach the casket in the center very slowly. A SOLDIER trooper leaps from the casket as soon as Vincent gets close. Back away and fire at him as soon as he appears. With some luck, you can score a Critical Hit and drop him with a single bullet. There are no items to find in this room and attacking the SOLDIER trooper is completely optional, but he does drop **1000 gil** if you're successful.

BATTLE

B

ENEMY	QUANTITY
DG Soldier	2
SOLDIER trooper	2

Advance to the south with caution, as the next batch of enemies are rather tough and they won't hesitate before charging Vincent's position. Use a weapon with adequate range and fire a Thunder Materia Shot at the SOLDIER troopers. One of the DG Soldiers in this area will hold back and wait for Vincent in the spiraling passage to the south.



STAGE MISSION 4

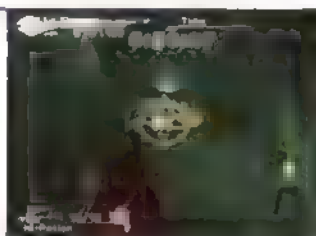
SUMMARY

Deactivate the Mines

S	A	B	C	D
4	3	2	1	0

The area beyond the barricade contains four mines and, although they emit a beeping sound as Vincent draws closer, it's important to move slowly to avoid triggering the explosives. Walk toward the sound of the beeping until the orange mine is detected. When the location of the mine is determined, back away and shoot it from a safe distance. Note that there is a time limit of 3:00 to complete this mission!

1 The first mine is located along the right-hand wall. Walk due north from the start of the mission toward the bend in the rocks. The mine is at K-11 on the in-game map grid.



3 Loop around to the left and turn south to find the next mine between the narrow gaps in the rock pillars. The mine is at I-10 on the in-game map grid.



2 Follow the right-hand wall northward to the little alcove in the northeast corner of the area to find the next mine. This mine is located in sector K-9 of the in-game map grid.



4 The fourth and final mine is directly in front of the barricade that blocks the exit from this area at the north end. It's at I-8 on the in-game map grid.



BATTLE

C

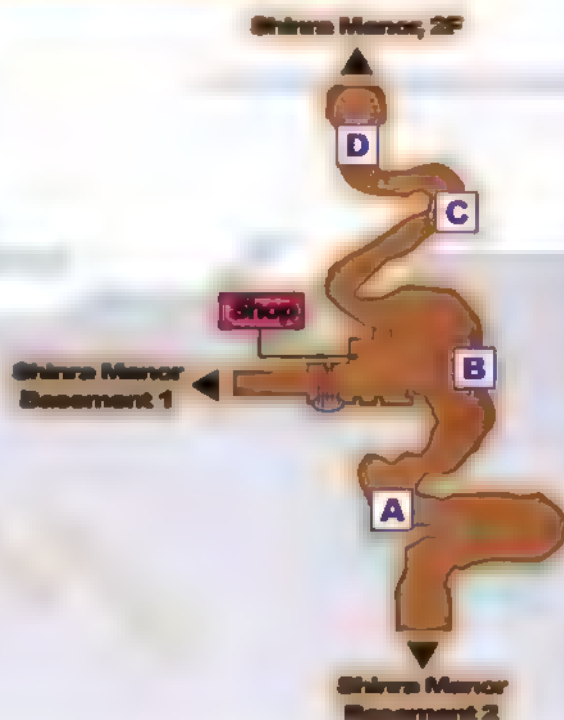
ENEMY	QUANTITY
DG Soldier	1
Beast Soldier	1



Use the control button on the left to activate the moving transport and step onto it. The transport doesn't fully cross the gap, which is a good thing. Watch for the DG Soldier to appear and shoot the barrel on the right to take care of him. Drop into the chasm below

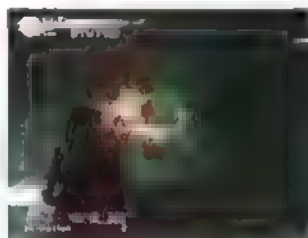
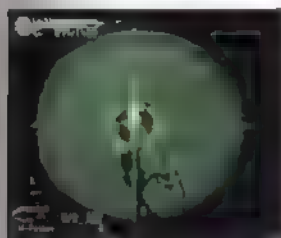
the transport, defeat the Beast Soldier, and utilize the Mako Point before climbing the ladder.

SHINRA MANOR BASEMENT 3



A

Follow the winding path to the left and snipe the DG Soldier in the distance. This draws several of his comrades into view, as they come to inspect the carnage. Follow up the sniper shot with a Fire Materia blast to finish off the group



B

Continue north until the two explosive barrels and DG Soldiers come into view. One quick shot into the barrels is all it takes to killchain the entire group! Proceed through the doors to the left before continuing, as there is a shop, several items, and a Mako Point for the taking.

C

Use the long range of the Hydra to snipe the two DG Soldiers up ahead. This area also provides a good opportunity to collect some Critical Hits as well, so aim carefully!

D

The moment Vincent approaches the stairwell that leads up to Shinra Manor, he gets ambushed by a pair of SOLDIER troopers and a DG Soldier. Shoot the DG Soldier in the head and fire a Materia Shot at the other two foes. There are two more DG Soldiers high on a ledge inside the stairwell, so don't run in carelessly. Instead, use the Hydra to snipe them from a crouched position while approaching the door. Make quick work of them by firing a jolt of Thunder Materia.



Mission
3-2



Stand on the table near the window in the northeast corner of the second floor and look through the window. The Memory Capsule is on the ground outside the window.



While inside the large entrance room of the Manor, look straight up at the shattered dome skylight high above the floor. The Memory Capsule is on the edge of the broken skylight, so shoot it with the Hydra.

Treasure Legend

#	ITEM
1	Rifle Bullets x60
2	Hi Potion
3	1500 gil
4	Omega Report

BATTLE A

ENEMY	QUANTITY
DG Soldier	3
Beast Soldier	1

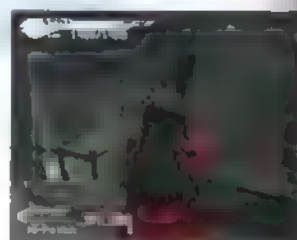
Strafe up the spiraling stairs and fire a Materia Shot at the Deepground units in the doorway. Enter the room at the top of the stairs and immediately take cover behind the crates on the right, as more DG Soldiers are straight ahead.



BATTLE B

ENEMY	QUANTITY
DG Soldier	4

Approach the walkway that leads across the center of the manor and snipe the DG Soldier on the ground floor below. This alerts several other Deepground members, who return fire and start climbing the stairs toward Vincent. Use the hallway that goes north-to-south for cover and play the angles to shoot at the enemy, while staying out of sight.



MISSION 3-2

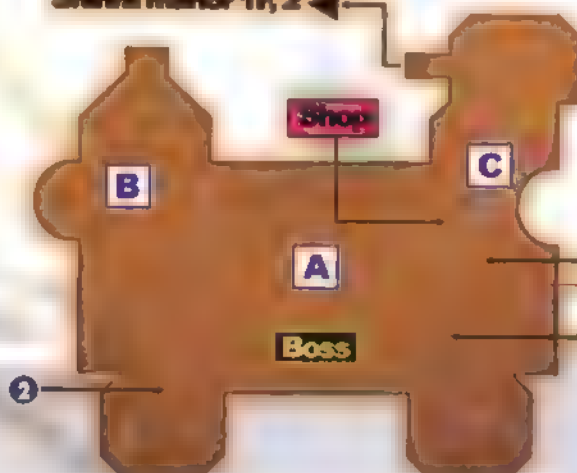
ENEMY	QUANTITY	MISSION NOTE
DG Soldier	1	1 Omega Report File

Enter the room at the far west end of the upper walkway and shoot the DG Soldier behind the crates and barrels. The third **Omega Report** diskette is on the floor near the body of the freshly killed Deepground unit. With the disk in hand, return to the main room and descend the stairs to the grand entryway



SHINRA MANOR FIRST FLOOR 1

Shinra Manor 1F, 2



Treasure Legend

#	ITEM
1	Omega Report
2	800 gil
3	Machine Gun Bullets x70

BATTLE A

ENEMY	QUANTITY
DG Soldier	2
Beast Soldier	1

Descend the stairs to the first floor, then quickly duck underneath the upper walkway for cover. Slay the Beast Soldier that runs into the room and listen for the DG Soldiers who have moved into position on the walkway. Step out from hiding and blast them with a Materia Shot.

MISSION 3-3

ENEMY	QUANTITY	MISSION NOTE
N/A	N/A	1 Omega Report File

Go down the hall to the east and enter the first room on the left. The fourth and final **Omega Report** diskette is in the back corner of the room, behind the pile of wooden crates



BATTLE B

ENEMY	QUANTITY
DG Soldier	3
SOLDIER trooper	2

For those players looking for some extra Experience and a chance to rack up some additional stats will enjoy the battle in the northwest corner of the first floor Shinra Manor. Use the objects in the room for cover while firing Area Shots to quickly Killchain five enemies



BATTLE C

ENEMY	QUANTITY
DG Soldier	2
Beast Soldier	1
SOLDIER trooper	3

Open the door to the room in the northeast corner and immediately shoot the two SOLDIER troopers pacing back and forth. Hold your ground near the door and wait for the Beast Soldier to descend from the opposite wall before proceeding. Collect the item from the right, then carefully approach the door on the left. The SOLDIER trooper in the next room comes charging through the door and attacks before Vincent can even grab the handle. Fortunately, the DG Soldiers behind him are the last enemies Vincent will face before the boss battle.



SHINRA MANOR FIRST FLOOR 2



Treasure Legend

#	ITEM
1	Potion

Shinra Manor 1F, 1

This section of Shinra Manor is easily quiet... But not for long. Enter the narrow corridor to the left to find Rosso in a hexagonal research room. After she explains Deepground's intentions, she quickly retreats behind the cover of her pet robot, Black Widow. Also, shoot the Fire Materia shot at the center of the proximity grenades for an easy Killchain.

ROSSO'S PLANS

BLACK WIDOW

WEAPON FRAME BARREL SCOPE OPTION ACCESSORY BULLETS

1	2	3
M Corbous	Hydra II	P Griffin
Normal Barrel III	Long Barrel III	Normal Barrel III
Materia Floater	Materia Floater	Materia Floater
Materia Booster	Gravity Floater	Materia Booster
Thunder Materia	Power Cross	Thunder Materia
Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE DAMAGE WHEN USED

Trample Attack	Machine Gun Fire	Energy Beam	Proximity Grenades
480	50	900	30
Throughout entire battle	Throughout entire battle	Throughout entire battle	Throughout entire battle

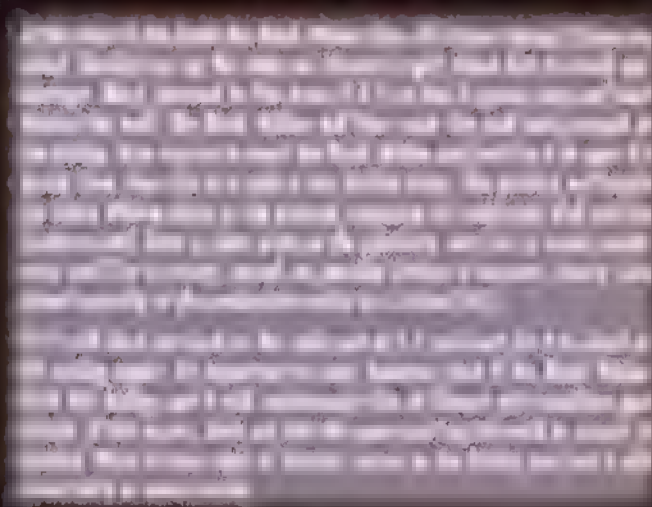


Vincent fights the Black Widow in the main entry room of Shinra Manor. This area offers plenty of room to maneuver—which Vincent will need to do—and also a staircase and upper walkway that he can utilize to avoid being trampled. The lofty heights of this particular room also proves tempting for the Black Widow, as it will often climb the walls and fire at Vincent while inverted on the ceiling.

This is a fast battle in which Vincent must constantly stay on the move. The sooner you can destroy the Black Widow with repeated blasts of Thunder Materia, the less likely it is that Vincent will suffer much damage. This strategy requires plenty of Ethers, so have plenty of them before entering the room with the shop.

One approach to use during this fast-moving battle is to use the Griffin-based weapon, as this weapon enables Vincent to stay on the move and the weapon's rapid fire makes landing repeated shots an easy task. Have this gun ready and start firing at the Black Widow while striding to the left as soon as the battle begins. The Black Widow's weak spot is its robotic hip-socket on its lower-right side (as viewed from Vincent's perspective), so target this area and keep firing. You can also use a Limit Breaker and make the Black Widow

AVOIDING DAMAGE!



The Black Widow will most likely charge across the room in hopes of trampling Vincent. After a few attempts, it will begin spraying machine gun fire in all directions, launch a powerful energy beam, or take to the wall. To avoid the machine gun fire, stay on the move and hit the Black Widow with a Materia Shot. If it opts for the energy beam attack, it will pause and begin to charge the attack. When this occurs, pause for a moment to allow the Black Widow to lock into a position. Wait a brief moment, then run to the far side of the room to avoid the blast.



On the other hand, if the Black Widow takes to the wall, then stand back and shoot it till it over and over with Thunder Materia and switch to the Hydra or Cerberus to gain some additional power as the Black Widow reaches the ceiling. Provided Vincent harms it enough during the climb, the Black Widow may fall to the floor and be motionless for a few moments. If this occurs, target its weak point at point-blank range and unload on it.



If you fail to harm the Black Widow enough while it climbs the wall, it will either fire its guns or deploy proximity grenades. These small blasts don't inflict significant damage, but they make it difficult for Vincent to land an attack.

Whichever attack the Black Widow uses, the key is to stay moving and avoid being caught directly in front of the creature. Despite its size, the Black Widow moves quite well and packs a significant punch. Although it's not as costly to summon multiple Ethers, the benefits of attacking with repeated Level 3 Thunder Materia are worth it!

It's time to level up again and, hopefully, the Experience you earned is enough to get Vincent to Level 11 or convert it to gil. Use any gil earned from the bonus to stock up on plenty of Ethers and Hi-Potions for the difficult road ahead.

As you are likely aware, the gun part modifications are starting to get quite costly so try to save some gil and only buy items that you absolutely need. Don't forget to use the accompanying maps in this guidebook to seek out the locations of extra gil and collect as much as possible.





06

DEEPGROUND STRIKES BACK

Thanks to Yuffie, Vincent made it out of Shinra Manor alive, but not without some bumps and bruises. Worst of all, he doesn't realize what it is that Rosso did to him—or what she stole from him. All he knows is that he's incredibly sore and, according to Yuffie, he had a gaping hole in his chest.

Unfortunately for Vincent's friend Reeve and his WRO forces, Deepground has reorganized and launched a second assault on the WRO Headquarters. The entire base is being overrun by Deepground, WRO members are being massacred, and even Reeve is in danger. Worse yet, the Shadowfox carrying Vincent and Yuffie to the WRO Headquarters gets ambushed. Vincent must make his way on foot to the WRO Headquarters. Hopefully, there will be something to help save when he gets there.

New Enemies Encountered

SWEeper

ENEMY ANALYSIS

The Sweeper is a hovering, robotic drone that tracks enemy vehicles and scouts ahead for Deepground. It fires twin rockets at its targets and has the ability to ram them with tremendous speed.

EPIQINIS

ENEMY ANALYSIS

These ostrich-looking creatures rely on their tremendous size and strength to keep foes at bay. Although they are quite skittish and will often flee any sensed danger, they will attack if necessary.

BIZARRE BUG

ENEMY ANALYSIS

These man-eating bugs spit digestive fluid onto their prey to weaken them before moving in for a body slam attack.

CHOPPER

ENEMY ANALYSIS

Choppers are the standard mode of air transport for Deepground and they pack a good amount of ammunition. Although their machine gun fire is difficult to dodge because of its speed and spread pattern, Choppers also rely on a barrage of missiles.

HEAVY ARMORED SOLDIER S

ENEMY ANALYSIS

Although they resemble their bazooka-toting brethren, these soldiers only carry a sword.

CACTUAR

ENEMY ANALYSIS

Extremely rare, these dancing cacti seem like the life of the party, but they do possess potent attacks nonetheless. Always be respectful of your opponent's abilities—especially on opponent that can stab you with a thousand needles!

MOUNTAIN PASS



MEMORY CAPSULE #34
Stand near the rusty barrels on the western side of the bridge and look directly south. The Memory Capsule is on the tallest rock spire above the tents.



MEMORY CAPSULE #31
Follow the stream to the west just past the crashed Shadowfox to where the fallen logs are located. The Memory Capsule is in the water, just beyond the logs.



MEMORY CAPSULE #33
Stand near the ladder and look directly south. The Memory Capsule is on the tallest rock spire above the tents.



MEMORY CAPSULE #32
This Memory Capsule is on the rock ledge on the inside of the bend in the southeast corner of the area. Wade across the small pond to get a close shot at it.

Treasure Legend

#	ITEM
1	Rifle Bullets x15, Potion
2	Limit Breaker
3	Potion, 1000 gil
4	Handgun Bullets x60, 100 gil
5	Rifle Bullets x15
6	Potion

Item Parts Found

NAME	CATEGORY	WT	POW	SPD	RNG
Rocket		450	75	100	65

Ranking Summary

Like any chapter featuring an extended session with the gun turret, Accuracy Rate is always one of the categories that is most difficult to obtain an S-rank. Fortunately, the Choppers are quite large, so long as you don't use too much ammo trying to shoot down the rockets, it shouldn't harm your average too much.

The other tricky category for this mission is Time Expired. Not only are the Memory Capsules somewhat tricky to find, but players looking to play steadily and use lots of cover (as is recommended) may struggle to finish quickly. Although using cover is a good way to avoid racking up a lot of injuries and minimizing the number of items used, try to strike a balance. Avoid spending more than a minute or two in each of the battles on the bridge, or else you'll never finish fast enough.

Chapter Ranking

CATEGORY	S	A	B	C	D
Targets Destroyed	>120	119-105	104-90	89-70	<70
Accuracy Rate	>70%	69%-60%	59%-50%	49%-30%	<30%
Damage Sustained	<3800	3801-5000	5001-6500	6501-8000	>8000
Critical Hits	>125	124-100	99-80	79-60	<60
Killchains	>80	79-65	64-45	44-25	<25
Items Used	<6	7-12	13-17	18-23	>23
Magic Casted	>8	7-6	5-4	3-2	<2
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Time Expired	<25:00	25:01-30:00	30:01-40:00	40:01-50:00	>50:00

BATTLE

A

ENEMY	QUANTITY
Sweeper	3



Upon exiting the transport, Vincent comes under attack by three Sweepers. Wait for the two in front of Vincent to converge, then fire a Materia Shot. Strafe away from their rocket attacks or ramming attack, and finish them

off with the Cerberus. The third Sweeper attacks from above the Shadowfox

BATTLE

B

ENEMY	QUANTITY
Guard Hound	15
Epiolnis	3

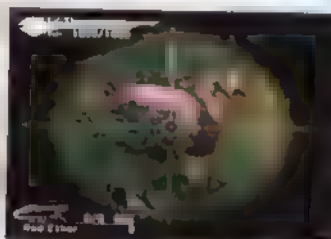
The canyon beyond the barricade is prime Guard Hound territory, so keep your eyes peeled for danger in order to survive this stretch of wilderness. The Guard Hounds typically attack in groups of two or three and are mainly seen atop the cliffs before they turn and descend toward Vincent. Although it's possible to snipe a couple of them from afar, it's best to equip the Cerberus or Griffon and wait for them to hit ground-level. Proceed slowly to draw them out of hiding, then immediately backpedal while firing at them. As long as these beasts don't get too close to Vincent, you should encounter little trouble eliminating all 15 of them.



MELEE TIME!

Melee attacks are also very effective for dealing with the Guard Hounds. Vincent can also outrun the Guard Hounds and battle them as a group at the end of the canyon. A well aimed Materia Shot can take them all out for a nice Killchain!

Of course, the mountains aren't home to just one type of indigenous beast. The southeast corner of the area is home to rare creatures known as Epiolnis. These ostrich-like creatures are as resilient as they are skittish and will flee at the first sight of man. That being said, one of the three will undoubtedly rush toward Vincent and attack. Waste no time in shooting the brightly-colored beast as it lumbers up the hill.



BATTLE

C

ENEMY	QUANTITY
Bizarre Bug	3
DG Soldier	2

Follow the path into the narrowing canyon and proceed slowly. A large man-eating beetle known as a Bizarre Bug makes its home in these parts. Its protective carapace serves as a natural armor, but the soft flesh beneath its wings is easily damaged. The first of its foes emerges from the burrow in the rock wall just beyond where the path narrows. Shoot this one and continue onward

A Bizarre Bug in a clearing actually attacks one of the DG Soldiers standing guard. When another DG Soldier appears to assist his friend, move into position and fire a Materia Shot at them for an easy Killchain



SNIPER'S PERCH

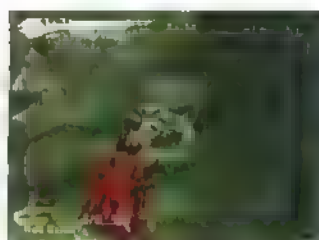
Don't continue along the trail and down the ladder just yet! The Deepground encampment in the clearing below is crawling with enemy forces and the best place to take them out is from the ledge where Vincent just crushed the Bizarre Bugs! Read about Battle D before proceeding further!

BATTLE

D

ENEMY	QUANTITY
DG Soldier	10
Sweeper	2
Bizarre Bug	6

Shoulder the Hydra and approach the ledge overlooking the enemy camp. The area directly below Vincent contains a couple of Sweepers, several DG Soldiers, and three tents. Begin the assault by sniping the distant DG Soldier near the ladder on the left. After doing so, shoot the DG Soldier near the distant tent. Note that this alerts the masses to your presence, so it's time to act fast! Zoom out and get a bearing on the explosive barrels near the tent closest to Vincent's position. Shoot these barrels to take out the Sweepers and most of the other DG Soldiers



Now take aim on the Bizarre Bug in the hole in the wall opposite the clearing. Shooting the hole not only aggravates the massive insect, but five of his burrow-buddies leap from their home and look to attack anything in the vicinity. So, try to use the Bizarre Bugs to distract any remaining DG Soldiers. But rather than let the Bizarre Bugs have all the fun, wait for them to bunch up and take them out with a Level 3 blast of Fire Material!



There are still a few DG Soldiers hiding in the tents and the only way to eliminate them is to jump down from the wooden platform and flush them out. Shoot the two near the lamppost and duck into the canyon near the Shop. From there, try to snipe any survivors in the tent to the south



STAGE MISSION 1

SUMMARY

Save the 12 WRO members!

S	A	B	C	D
12	11 10	9-7	6-5	<4

The sounds of gunfire and shouting can be heard echoing through the canyon as Vincent reaches the clifftop bridge leading to the WRO Headquarters. There are 12 WRO members remaining and Vincent must move fast to save them. As was the case during the first visit to the WRO Headquarters, Vincent must thrust himself between his allies and the enemy and do what it takes to save them

MISSION

1-1

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	7	4 WRO Members

Four of the WRO Members are hunkered down near the canyon exit, but they're taking heavy fire. Use a Limit Breaker to transform into the Galian Beast and rush past them toward their attackers. The seven DG Soldiers are spread out across the field, but the Galian Beast's homing projectiles will make quick work of them. Start by attacking those on the right, then turn to the enemies near the crates on the left. Finally, hurl explosive projectiles at the explosive barrels in the distance near the gorge. This approach should eliminate the remaining DG Soldiers and rid the area of the hazardous barrels for the upcoming mission.



Another strategy is to use the Hyde and snipe all of the DG soldiers from the canyon exit. Utilize the explosive barrels to wipe out the soldiers near the gun turret before they can mount it, then pick off the rest of the enemies one by one for a nice Killchain!

ALTERNATE APPROACH

STAGE MISSION 2

SUMMARY

Destroy the 15 choppers attacking headquarters

S

A

B

C

D

15

14-13

12-10

9-5

<4

The four WRO members you just saved from the DG Soldiers aren't in the clear yet! There are 15 enemy choppers heading this way and Vincent must use the gun turret near the edge to shoot them down before their rockets kill the WRO members

MISSION 2-1

ENEMY	QUANTITY	MISSION NOTE
Chopper	15	15 Choppers, 4 WRO Members
Heavy Armored Soldier S	3	N/A

When shooting the Choppers, aim at the nose cone just below the windshield, as that is where they are most vulnerable to damage. Also, remember that the four WRO members flanking your position are still vulnerable; Vincent must shoot any rockets out of the air, or else the WRO members will suffer the consequences



The gun turret faces due west and the majority of the Choppers appear from the gorge straight ahead. However, some of the foes will approach from other directions. Refer to the following chart to learn where the enemies will come from next

Chopper Attack Plan

WAVE	QUANTITY	DIRECTION OF ORIGIN
1	1	West
2	1	West
3	1	West
4	1	Northwest
5	1	Southeast
6	1	South
7	1	East
8	1	West
9	1	Northeast
10	1	West
11	3	West
11	2	West

After dispatching the fifteenth Chopper, hop out of the gun turret and equip a gun with Fire or Thunder Materia. Three Heavy Armored Soldier S units will soon make their way across the grassy field in an attempt to slay any surviving WRO members. Fortunately, their preferences for swords over firearms mean that Vincent can attack them from afar without repercussion

WRO CAUSEWAY

WRO HQ, Entrance 1

Treasure Legend

#	ITEM
1	Handgun Bullets x60
2	1000 gil
3	Potion
4	Machine Gun Bullets x120
5	1000 gil
6	Potion



MEMORY CAPSULE #35

This Memory Capsule is on the south side of the western bridge tower. Stand near the parked transport truck on the southern edge of the bridge and look for the Memory capsule just below the red light.

Mission 1-3

Mission 1-2



MEMORY CAPSULE #36

Stand alongside the WRO members and look back to the south. This next Memory Capsule is just below the red light on the eastern tower, directly south of Vincent's current position.



MEMORY CAPSULE #37

Exit the second maintenance corridor and move to the east side of the bridge, where the corridor sticks out further than the rest. Look back to the south and use the Sniper Scope to find the Memory Capsule on the ledge on the hillside across the river.

BATTLE
A

ENEMY	QUANTITY
DG Soldier	12
Guard Hound	6
DG Sniper	2
Cochuar	1

Open the door to the bridge, but stay inside the stairwell. Quickly shoot the DG Soldier straight ahead, then switch to the Hydra and snipe the DG Soldiers and DG Snipers in the area to the north. Look across the horizon for enemies standing around and also on the overhead walkway near the bridge towers. There is also a white box at the top of the bridge. Shoot this box to release two explosive barrels that will take care of the DG Snipers on the overhead walkway.



Remain in the stairwell until there are no other visible enemies to shoot, then step out and strafe along the southern edge of the bridge, moving in and out of cover behind the transports. Move to the north to lure some additional DG Soldiers and Guard Hounds out of hiding and retreat southward while firing on them. Use Materia Shots and explosive barrels to maintain a high Killchain, but do *not* advance past the towers just yet.

06 - DEEPCROWN STAKES BACK

MISSION 1-2

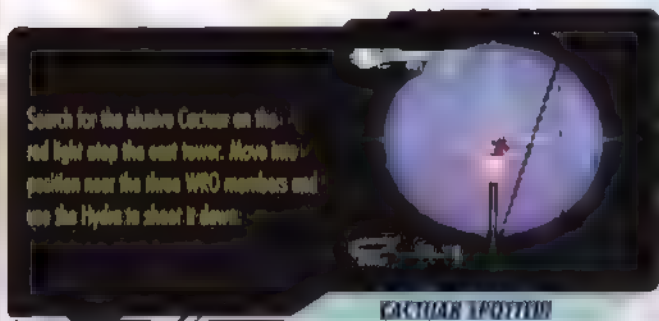
ENEMY	QUANTITY	MISSION NOTE
DG Soldier	6	3 WRO Members
DG Sniper	2	N/A
Guard Hound	3	N/A
Cactuar	1	N/A

After slaying the enemies to the southern side of the towers, top off Vincent's HP and MP gauges if necessary and reload his weapon. Proceed north past the towers while taking out the Guard Hounds and DG Soldiers out in the open, but listen closely for the sounds of WRO members. As soon as you hear one of them say, "Damn!", sprint on a northeasterly angle past the container on the right and fire a Materia Shot at the first DG Soldier you lock onto. Turn around and fire another at the pair of DG Soldiers to the west. This should alleviate the immediate threat on the WRO members, but there are still DG Snipers on the next tower to the north. Take a moment to finish off any remaining enemies, then look for the Memory Capsules.



KA-BOOM!

There are some explosive barrels located near the back wall of this section. Shooting the stack will launch a barrel high up the wall, taking care of one of the DG Snipers in the process.



MISSION 1-3

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	3	1 WRO Member

Enter the maintenance corridor that leads to the northern side of the bridge and have the Cerberus gun in hand. Several DG Soldiers have a WRO member pinned down near some explosive barrels up ahead. Quickly move into position and shoot the DG Soldiers without harming the WRO member. Whatever you do, *don't* use a Materia Shot or accidentally fire at the barrels! Perhaps a simpler—and safer—way to approach this is to dash toward the DG Soldiers and take them out with simple melee attacks.



BATTLE

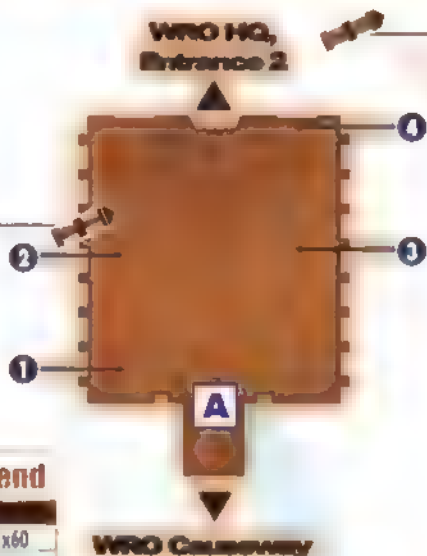
ENEMY	QUANTITY
DG Soldier	4
Guard Hound	2

Step out of the maintenance corridor and onto the northern side of the bridge. Stay close to the doorway and strafe back and forth with a slightly expanding patrol route to lure the DG Soldiers out of hiding one at a time. After eliminating the four DG Soldiers, advance further to the north to battle the two Guard Hounds.

WRO HEADQUARTERS ENTRANCE 1



MEMORY CAPSULE #38
This Memory Capsule is on one of the small waterfalls on the eastern side of the plaza. Stand between the large machinery near the staircase and look atop the edge in the waterfalls.



Treasure Legend

#	ITEM
1	Handgun Bullets x60
2	Potion
3	Rifle Bullets x15
4	1000 gil, Potion, Machine Gun Bullets x120



MEMORY CAPSULE #39
Stand near the machinery to the right of the large staircase and face the WRO Headquarters building to the north. The Memory Capsule is atop the roof, near the search light.

BATTLE

A

ENEMY	QUANTITY
DG Soldier	20
DG Sergeant	1

The entrance to WRO Headquarters has a lengthy covered area where Vincent begins his attack. From here, you can strafe left and right and expedite away from enemies while remaining partially under cover. Use this semi enclosed area for protection while eliminating the first enemies.



You undoubtedly see the briefcases on what remains of the roof in this area and want to know how to get them, right? You can reach them by climbing the stairs to the north and walking along the left or right-hand sides in a southerly direction. From there, you can tiptoe across the beams to acquire the items.

UPPER ITEMS



When the coast seems clear—it isn't—run and leap for cover behind one of the large pieces of machinery to the left or right. Stay crouched and use the machinery for cover while sniping enemies across the yard. As you move further to the north, more and more enemies appear so keep your head on a swivel!

Don't just pan the horizon when looking for enemies: Five of the BG Soldiers are hiding their way across the beams overhead. Crouch down behind cover and use the angles to snipe them one by one.

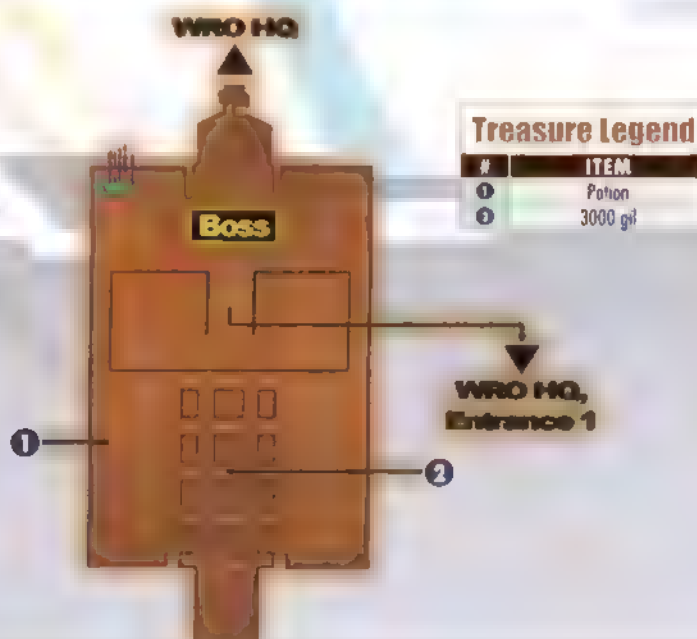
RAINING BULLETS

Vincent must proceed down each side of the area to flush all of the enemies out of hiding. When it's time to change sides, run from cover to cover and double jump often. The final three enemies appear on the large staircase to the north.

STAY GROUNDED!

Don't climb the stairs until you pick up all of the items and Memory Capsules from the lower area. There's a boss battle awaiting atop the stairs, so collect everything now while you can.

WRO HEADQUARTERS ENTRANCE 2



BLACK WIDOW II

WEAPON	1	2	3
FRAME	M. Cerberus	Hydra II	P Griffin B
BARREL	Normal Barrel III	Long Barrel III	Normal Barrel III
SCOPE	Materia Floater	Materia Floater	Materia Floater
OPTION	Materia Booster	Gravity Floater	Materia Booster
ACCESSORY	Thunder Materia	Power Cross	Thunder Materia
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE	1	2	3
DAMAGE	Energy Beam	Machine Gun Fire	Homing Missiles
WHEN USED	600	50	80
	Throughout entire battle.	Throughout entire battle.	Throughout entire battle.

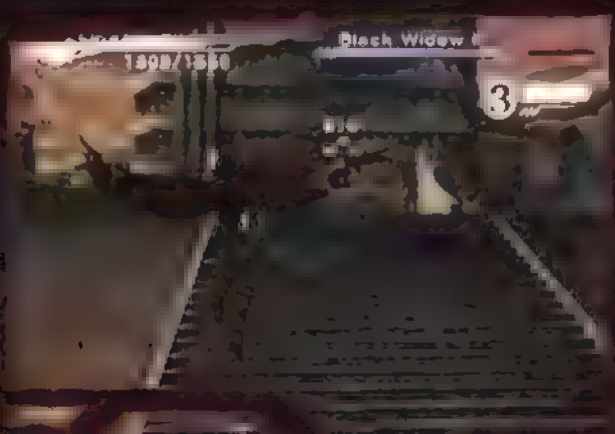


You've already seen what a Black Widow can do and you know how to defeat it. Fortunately, this one is perhaps a bit easier to defeat than the first one. Although you may be tempted to run onto the roof and use the gun turret, don't do it! Instead, use the Griffin equipped with Thunder Materia and follow the foolproof strategy in the next section.

The Black Widow II doesn't fight alone. Instead, it has three DG Soldiers and a DG Sergeant by its side. As soon as the battle begins, leap backward down the stairs and open fire on the DG Soldiers with the P Griffin B to build up a Killchain. While the Killchain is active, fire Level 3 bursts of Thunder Materia at the Black Widow II. This should eliminate any surviving DG Soldiers and deal thousands of HP damage upon the boss. Note also that the DG Sergeant drops a rare L. Adjuster accessory, so grab it before the battle ends!



Continue firing on the Black Widow II to quickly whittle away at its health. Firing another Thunder Materia blast may well finish it off seconds after the fight begins, but there is another way. Back down the stairs and watch for the boss to fire a homing missile at Vincent. Quickly target the missile and shoot it out of the air in the vicinity of the Black Widow II to use its weapons against it. If this doesn't finish it off, one or two bullets from the Cerberus will certainly do so. Just keep that Killchain active to continue inflicting massive damage and the fight will be over in seconds.



WRO HEADQUARTERS

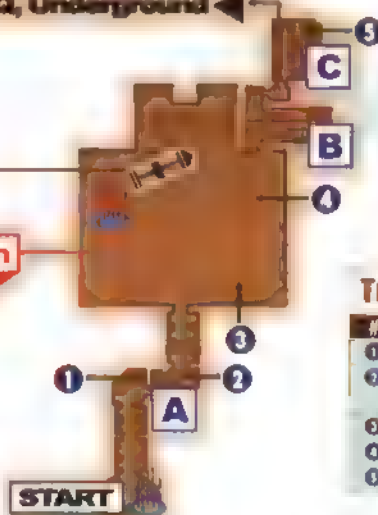


MEMORY CAPSULE #40

Stand near the rubble where the Heavy Armored Soldier B was located and look north. The Memory Capsule is atop what was previously one of the supports for the upper walkway.

WRO HQ, Underground

Mission 1-4



Treasure Legend

#	ITEM
1	Potion
2	Rifle Bullets x15, Handgun Bullets x60
3	Machine Gun Bullets x120
4	Limit Breaker
5	1000 gil

BATTLE A

ENEMY	QUANTITY
DG Soldier	1

Step onto the Mako Point near the entry area and gradually proceed into what remains of the ravaged WRO Headquarters building. Face to the right and strafe around the corner ahead of the entrance to avoid getting caught off guard by the DG Soldier.

MISSION 1-4

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	6	4 WRO Members
Heavy Armored Soldier B	1	N/A
Guard Hound	2	N/A
DG Sergeant	1	N/A

Have the Cerberus equipped and the MP gauge filled as Vincent enters the former downstairs lobby of the WRO Headquarters. Four surviving WRO members are taking heavy fire from a large squad of Deepground units. Immediately target the Heavy Armored Soldier B to the left and hit him with successive Materia Shots. Quickly target an enemy to the right and hit him with a Fire Materia Shot. The splash damage from the Fire Materia explosion should take down a number of the enemies and help you save the WRO members.



BATTLE

B

ENEMY	QUANTITY
DG Soldier	1
Guard Hound	1

Wind through the hallway slowly, as a Guard Hound appears from around the corner at full speed. Back away and put a bullet in its head as it gets ready to pounce. There is a lone DG Soldier standing guard alone at the end of the hall. Slowly sidestep around the corner and shoot him from afar.

BATTLE

C

ENEMY	QUANTITY
DG Soldier	2

The final two DG Soldiers are on the landing next to the stairs that lead underground. You can't see them as you enter the area, but they are definitely there! Fire a Materia Shot over the railing to take them out, then grab the briefcase before heading downstairs.

WRO HEADQUARTERS UNDERGROUND



Treasure Legend

#	ITEM
1	Guard N Barrel (if all 12 WRO members saved)

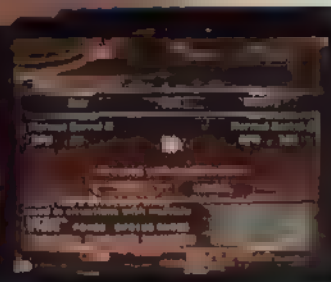
06 - DEEPGROUND STRIKES BACK

The valuable Guard N Barrel will be inside the side room to the north only if all 12 WRO members survived the Deepground invasion in Stage Mission 1. Their fate was in your hands and, as a reward for your hard work, you receive this barrel that increases the DEF rating of its wielder. This is a very difficult item to obtain, so congratulations if you received it. Whether you gained it or not, continue south to complete this chapter.

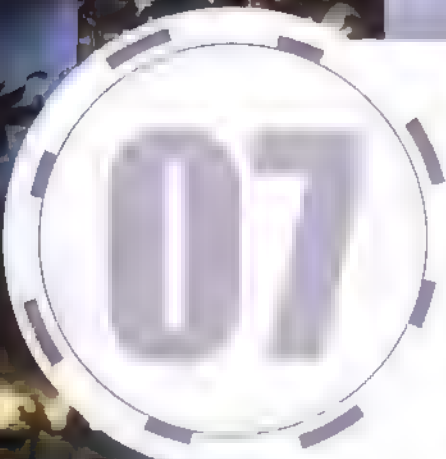
SECRET WEAPON ALERT!

Convert the acquired Experience into gil and go shopping—it's time to upgrade those weapons! If you've been following along with our upgrade strategy, you should be ready to purchase the M Carbene γ for 17,000 gil and also the Normal Barrel β for 8,000 more. This is a lot of gil to spend, but it brings your main weapon—the Carbene—one step closer to being perfect for most every situation.

Although it's not recommended that you buy it at this time, note that you can purchase the Recoil Limiter for 16,000 gil from the shop at the end of this chapter. Instead of buying it, though, purchase the suggested gun modifications and use any remaining gil to restock your supply of ammunition items.



DEEPGROUND STRIKES BACK WRAP-UP

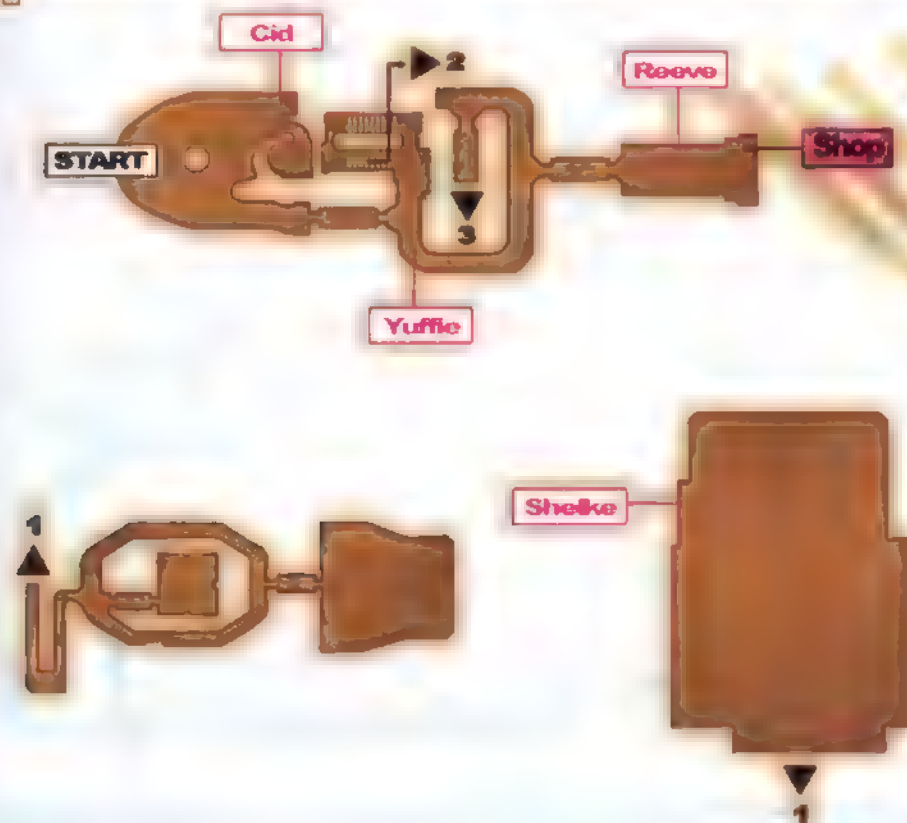


07

THE SHERA

Reeve was understandably down on himself after the attack at WRO Headquarters, but Vincent was able to massage his self-confidence into not quitting. Meanwhile, Shelke and Shalua were another issue altogether. Shelke's time with Deepground has left her devoid of the emotions intrinsic to being a human and she struggles to understand why Shalua would have risked her life for her. Shelke offers her help to Vincent and the WRO, now that the Tsviets have turned against her, but she is still conflicted. Having part of her brain filled with Lucrecia Crescent's data fragments—and her consciousness— isn't making things any easier.

Vincent and Shelke's conversation gets cut short when Yuffie announces the arrival of Cid Highwind. Cid, a pilot who helped Cloud and the others in the Jenova War three years ago, is back with a new ship, the Shera, and ready to bring the fight to Deepground! If that news wasn't good enough, he has word that Cloud, Barret, and Tifa are in the process of making their way to Midgar. The whole gang is primed for a reunion!



Cid isn't ready for the meeting yet and he doesn't have time to talk to Vincent right now. However, there are several others onboard the Shera to whom Vincent should talk with. Wander around the upper decks of the ship and talk to the various WRD members to gauge their feelings about the impending war with Deepground. Most importantly, however, speak with Yuffie in the hallway, Shelke in the sick bay, and Reeve in the large meeting hall. There is no reason to head to the lower decks at this time.



EXPLORING THE BIRD

Cid tells Vincent to take care of anything he has left to do onboard the Shera after their meeting. Take this moment to talk to Yuffie and Shelke once again, then proceed to the large meeting hall and converse with Reeve once more. Cid Sitt will take a seat next to Reeve and offer some additional insight into the current state of affairs; speak to Cait Sith as well.

One of importance is the shop located in the room with Reeve and Cait Sith. This particular shop is the first one that sells the valuable X-Potion and Mega-Potion. When you're ready to head into battle against Deepground, descend the stairs to the lower decks of the Shera. Speak with the various WRD members, then head inside the engine room. When Vincent begins to exit the room, a cut scene event will occur. After the event, head to the upper decks of the Shera and speak with Cid to complete this chapter.



PRE-BATTLE PREPAREDNESS



08-1

MIDGAR ASSAULT

Cid Highwind's meeting onboard the *Shera* revealed the two-phase plan of attack on Midgar. Vincent, Yuffie, and the WRO would attack from the air while Cloud and the others lead a ground assault. Cid did a great job motivating the crew and everyone is ready to bring the war to Deepground.

Of course, not everything is as it seems. While walking around the *Shera*, Vincent is overcome with the inability to control one of the entities that dwell within him. Shelke sees his struggle and witnesses his uncontrollable clawing at the wall. Vincent, being who he is, keeps his fears bottled up inside and doesn't tell anyone of this recent development.

The *Shera* is eventually in position to attack. Vincent and the others slide out of the ship on individual hoverboards. Yuffie and the WRO descend to their target landing point, but just as Vincent was ready to depart, the *Shera* was struck by a neighboring crashing airship. Vincent was then forced to dive early and engage Deepground's anti-air unit of Black Widows. The skirmish forced Vincent to land off his designated course and into the old Train Graveyard of Midgar's Sector 7 Slums.

New Enemies Encountered

RED SAUCER

ENEMY ANALYSIS

The Red Saucer is an ankle-high, dish-shaped drone that emits an electrical charge that causes low to moderate damage. Red Saucers move quickly and often appear in large numbers. Use a lightweight weapon to better track its rapid movements.

Ranking Summary

Although this is certainly not a simple chapter, it is one of the easier ones to earn an S-rank provided that you follow the tactics outlined here. It also helps to be a good shot, too. That being said, the hardest category to earn an S-rank in is Critical Hits due to the number of situations in which it is feasible—and safest—to use a Meteoric Shot. Those wishing to gain the S-rank will need to forgo the occasional Meteoric Shot and opt for a well-aimed Critical Hit instead. There are plenty of good sniping opportunities and each one presents a great chance for a Critical Hit.

TRAIN GRAVEYARD 1



MEMORY CAPSULE #81

This Memory Capsule is directly west of the lone WRO member who is cowering behind the crate. It is on the ground between the containers.

Treasure Legend

P	ITEM
0	2000 gil
0	Hi Potion
0	Mega Potion

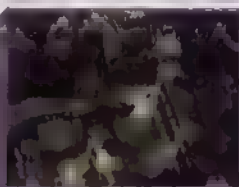
BATTLE

ENEMY	QUANTITY
DG Soldier	3

Up the Cerberus and proceed toward the WRO members up ahead. Regardless of how fast Vincent gets to them, it will be too late, they'll get annihilated by nearby DG Soldiers. Step past the end of the train on the right and immediately fire at the explosive barrels in the center of the train yard.



Train Graveyard: Then and Now



Chapter Ranking

CATEGORY	S	A	B	C	D
Targets Eliminated	>78	77-65	64-57	56-50	<50
Accuracy Rate	>80%	79%-70%	69%-60%	59%-40%	<40%
Damage Taken	<4300	4301-5000	5001-6200	6201-8000	>8000
Order Hits	>40	39-30	29-20	19-10	<10
Abilities	>50	49-35	34-25	24-15	<15
Items Used	<7	8-14	15-19	20-25	>25
Items Lost	>8	7-6	5-4	3-2	<2
Items Destroyed	>90%	89%-70%	69%-50%	49%-30%	<30%
Items AD d	0	1	2	3	>4
Items Found	<26-40	26-41 31-40	31-41 36-40	36-41 46-40	>46-40

08-1 - MIDGARD ASSAULT

STAGE MISSION 1

SUMMARY

Escort the WRO squad to the central complex!

S

A

B

C

D

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3

2

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Vincent wasn't the only one to go off course and touch down in the Train Graveyard. The four WRO members around the corner to the northeast are lost and looking for a way to get to safety. Stay ahead of them and eliminate the Deepground units so the WRO members can make it to safety

MISSION 1-1

ENEMY

DG Soldier

QUANTITY

3

MISSION NOTE

4 WRO Members to Escort

As soon as Vincent stops talking to the WRO member, three DG Soldiers appear to the west. Quickly fire a Materia Shot at the one in the center to eliminate all three of them at once. Taking this approach should ensure the safety of the WRO members for now



MISSION 1-2

ENEMY

N/A

QUANTITY

N/A

MISSION NOTE

1 WRO Member to Escort

Before entering the office, continue past the bodies of the dead DG Soldiers and go to the western edge of the area. There, Vincent encounters a scared young WRO member hiding in the corner. This is the fifth WRO member who must be escorted to safety. With all five people in his care, Vincent can focus on keeping them safe.



MISSION 1-4

ENEMY

DG Soldier

QUANTITY

3

MISSION NOTE

5 WRO Members to Escort

DG Sniper

1

N/A

Use the Cardkey to deactivate the barricade and reload Vincent's weapon. The five WRO members follow Vincent into the next section of the train yard, but three DG Soldiers attack from directly ahead. Eliminate these foes with rapid shooting and a Materia Shot or two, then quickly whirl around to face the direction from which you just came and target the DG Sniper high on the roof.



MISSION 1-3

ENEMY

DG Soldier

QUANTITY

5

MISSION NOTE

5 WRO Members to Escort

Proceed through the offices to the west, but don't exit through the door to the west just yet. Load up on MP and face to the left. There are five DG Soldiers at the end of the hall to the south, so make sure you're facing the correct direction and sidestep through the door. Immediately fire a Materia Shot at them as soon as Vincent's gun clears the door jam



RAIN GRAVEYARD 2



MEMORY CAPSULE #42
After shooting all of the Red Snipers near the barricaded door, stand next to the barricade and look due west. The Memory Capsule is on the side of the containers in a small gap between them and the building.

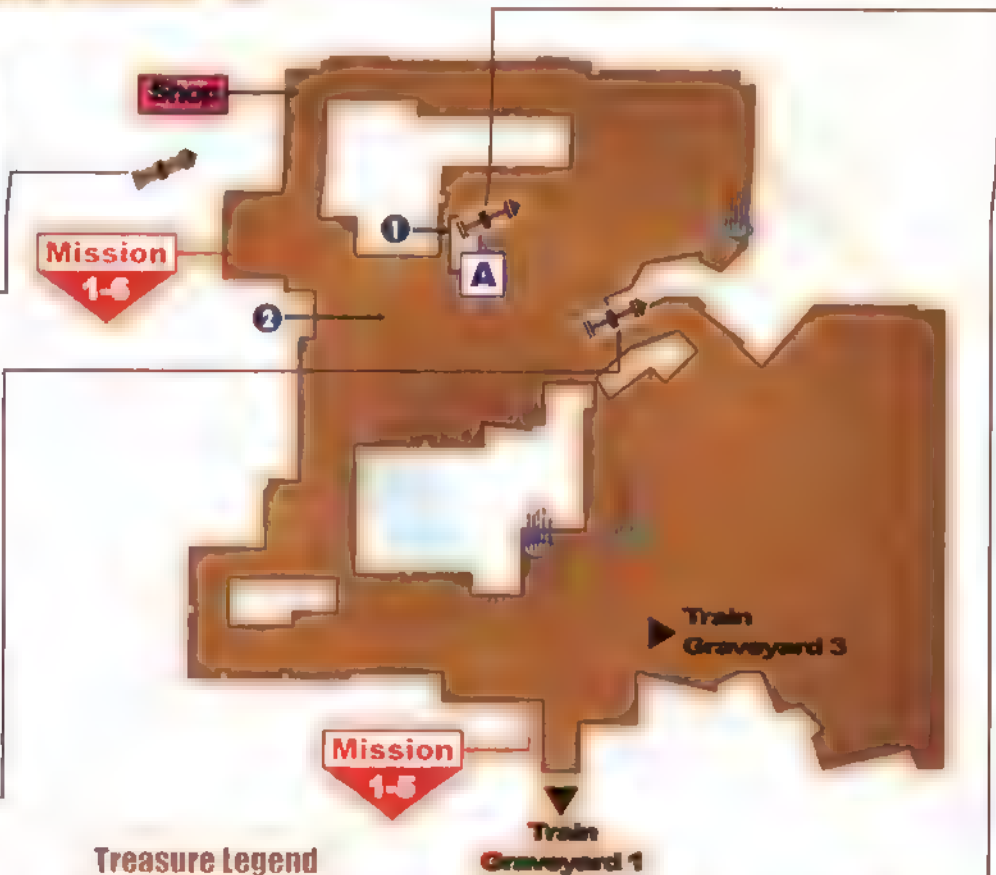
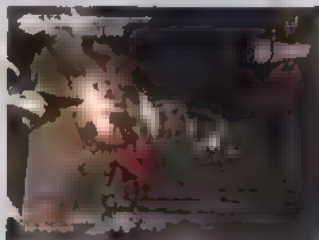


MEMORY CAPSULE #44
Squat down on the north side of the train car that Vincent can run through and look for the Memory Capsule underneath it. Look underneath the middle part of the train car.

MISSION 1-5

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	10	5 WRO Members to Escort
Heavy Armored Soldier S	1	N/A

Of all the skirmishes to escort the WRO Members through, this one is the most difficult. Ignore the Mako Point and focus on firing a pair of Materia Shots at the groups of DG Soldiers flanking the staircase to the west. When these enemies are history, turn back to the south and wait for the DG Soldiers to appear from behind the group. By acting quickly, it's possible to Killchain the first eight DG Soldiers!



MEMORY CAPSULE #43
Exit the office with the shop and use the Hydra to snipe the Memory Capsule on the northeast corner of the tower where the DG Snipers are located.

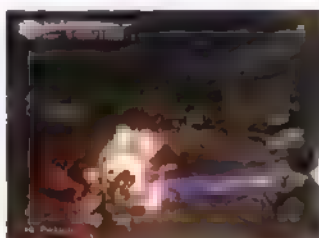
Now return to the area near the large staircase and snipe the two DG Soldiers in the distance. This only leaves the Heavy Armored Soldier S and he doesn't appear until Vincent approaches the barricaded door to the west. Travel across the area to the west, then quickly double-back as the final enemy attempts to corner Vincent.



MISSION 1-6

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	4	5 WRO Members to Escort
Red Saucer	9	N/A

Run ahead of the WRO members to draw the four DG Soldiers out before the WRO members can put themselves in harm's way. Blow the four DG Soldiers to pieces with a Materia Shot, then advance toward the barricade up ahead. This is where things start to get interesting.



Just as all of the WRO members reach the barricade, nine Red Saucers descend from the walls and attack with their electric pulses. Fire at them with the Griffon as they come into view, then hit them with a jolt of Thunder Materia to deplete this robotic herd. Finish off any remaining Red Saucers and collect the **Cardkey** from the last one to fall. Bring the WRO members inside to their officer.

You will continue through the train graveyard after talking to the WRO officer inside, but don't go just yet! Turn around and use the shop inside to purchase some Ethers, Magic Potions or ammunition if you desire.

GO SHOPPING

BATTLE A

ENEMY	QUANTITY
DG Sniper	3

Exit the room with the shop, immediately draw the Hydra, and snipe the lone DG Sniper atop the tower to the right. There are two more DG Snipers on that platform, but they aren't visible yet. Collect the briefcases loaded with gil in the area and shoot the two Memory Capsules here before going through the train car.

Cross through the passenger car and step out slowly. Use the Hydra to snipe the other two DG Snipers on the tower. Aim back to the northwest over the passenger car to spot them. One is near the billboard on the front of the tower, while the other is further back to the left.



TRAIN GRAVEYARD 3



MEMORY CAPSULE #46

The Memory Capsule is on top of the peak of the building at the north end of the rail yard. It's on the taller of the buildings on this side of the area.



MEMORY CAPSULE #45

Face the water tower from where the first two WRO members were located and look on the flat-bed train car. The Memory Capsule is on this train car, underneath the passenger car that is heaped on top of it. It's just to the right of the barrels.



MEMORY CAPSULE #48

Stand near the northern exit to the train garage building and look directly south. The Memory Capsule is atop one of the ceiling catwalks high above the train car.



MEMORY CAPSULE #47

Walk up to the wall east of the water tower and use the Sniper Scope to spot the Memory Capsule on the southern edge of the tower.

Treasure Legend

#	ITEM
1	Hi Potion
2	2000 gil
3	Omega Report
4	2000 gil
5	2000 gil
6	Limit Breaker
7	2000 gil
8	2000 gil

STAGE MISSION 2

SUMMARY

Save the nine surviving WRO members

S

>8

A

7

B

6-4

C

3-2

D

<1

The WRO members Vincent escorted through the first two areas of the Train Graveyard aren't the only ones here. There are nine more of them and each one is seconds away from becoming a casualty in the war against Deepground. Make no mistake about it, saving any of these WRO members is very difficult no matter how fast and skilled you are—unless, of course, you follow these foolproof tips!

WARNING! INVISIBLE TRIPWIRES!

The key to saving any of these WRO members is to know exactly where the mission triggers are located and to avoid eliminating the threat to the WRO members before actually triggering the mission. Pay close attention to the strategies outlined in this section, as ignoring them is a guaranteed path to a low rank.

MISSION 2-1

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	5	2 WRO Members
Heavy Armored Soldier B	1	N/A

newly approach the doorway leading to the next area, but ignore the sounds of gunfire and shouts for help from the two WRO members near the barrels in the clearing. Do *not* step through the doorway, as the moment you do the Heavy Armored Soldier B to the north will destroy the two WRO members with a single bazooka shot.

stead, crouch down and use the Hydra and Sniper Scope to shoot the foot and ankle of the enemy beyond the train. Obviously, the foot isn't the enemy's weakest point, so it will take a few shots to stop him. Once the Heavy Armored Soldier B crumples to the floor, turn your attention to the DG Soldiers (with much thinner legs), and only defeat one of the two.



There are four DG Soldiers in gun turrets on the water tower to the south but they will hold their fire until all three ground forces have been eliminated or until they are fired upon. Use this to your advantage! Turn and snipe the two visible gunners before they get the drop on Vincent. With them gone, resume the under-the-train attack on the remaining DG Soldier. Join the two WRO members at the train cars and snipe the third DG Soldier on the water tower. This leaves one more to get momentarily

BATTLE

A

ENEMY	QUANTITY
DG Sergeant	1
DG Soldier	3

Walk toward the area where the Heavy Armored Soldier B was located and prepare a blast of Fire Materia for the Deepground unit about to enter from the northeast. One shot should take them all out.

MISSION 2-2

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	1	7 WRO Members

The seven other WRO members are well within reach of the remaining DG Soldier in the gun turret atop the water tower. Fortunately, he's not quite ready to open fire. As was the case earlier, there is an invisible mission trigger that, once crossed, causes him to unload on the WRO members. That line is the train tracks to the northeast. Do *not* cross those tracks until after you snipe the final DG Soldier on the water tower! The best place to do this is right next to those tracks, behind the train in the corner.



BATTLE

B

ENEMY	QUANTITY
DG Soldier	3

Enter the building east of the water tower and raise the Cerberus to the ceiling to prepare for the first of three DG Soldiers in this area. Crawl alongside the train car, pop up, and shoot the other two deeper in the room. With those foes out of the picture, Vincent is free to explore.

Shelke wasn't kidding! There really were more Omega Reports than just the four Vincent found at Shion's Manor. Look behind the black train shop inside the entrance to this building. The red diskette is on the ground, directly below the first DG Soldier who attacked.

There are actually eight Omega Reports to find (and several "G" Reports as well). Look for notes just like this throughout the remainder of the walkthrough to locate each secret diskette. You never know what lies in store for those who find all of them.

OMEGA REPORT #57

Vincent encounters another WRO member inside a train in the eastern garage. His tale motivates Vincent to call Shelke for advice and, fortunately, she knows just what to do. There's an underground passage that leads to the base of the Central Complex. Leave the WRO member behind, pause at the shop on the left and load up on consumable items and, if you can afford it, the Normal Barrel.

A CALL TO SHELKE

TRAIN GRAVEYARD 4

Treasure Legend

ITEM
2000 gil



MEMORY CAPSULE #49

Approach the flaming container car and look underneath it. The Memory Capsule is behind the barrels beneath the center of this burning train car.

STAGE MISSION 3

SUMMARY

Defeat the Deepground Commander!

S	A	B	C	D
1	N/A	N/A	N/A	N/A

DEEFGROUND COMMANDER

WEAPON	1	2	3
FRAME	M Cerberus V	Hydra II	P Griffin B
BARREL	Normal Barrel V	Long Barrel III	Normal Barrel V
SCOPE	Materia Floater	Materia Floater	Materia Floater
OPTION	Power Booster	Gravity Floater	Power Booster
ACCESSORY	Thunder Materia	Power Cross	Thunder Materia
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE	Machine Gun Fire	Melee Attack
DAMAGE	20	60
WHEN USED	Throughout entire battle	Throughout entire battle



As soon as Vincent steps into the large clearing, he comes under attack by a number of different enemies. Although the battle takes place against the DG Commander, you cannot afford to ignore the Sweepers, DG Soldiers, Heavy Armored Soldier B units, and Heavy Armored Soldier S units. Although there is a lone Make Point in the vicinity, use your items wisely and stay on the move.

The battle is broken down into waves and the best way to take it to the Deepground Commander is to survive each phase of the battle. It begins with a small cadre of Sweepers; use the Cerberus weapon from afar and strafe side to side to avoid their missiles. Use a Materia Shot, if possible, to destroy more than one of them.

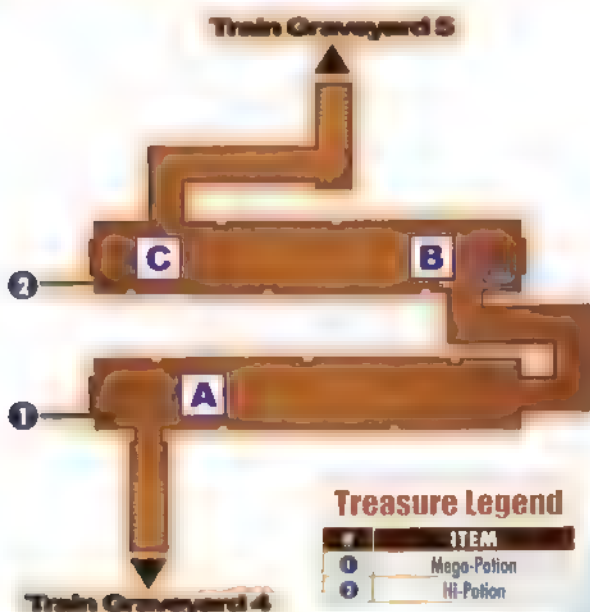
As the last of the Sweepers is shutting down for good, a wave of DG Soldiers enters from the southeast; alongside them the Deepground Commander! Fire a Materia Shot at the first enemy who comes into view. Continue to use the Cerberus weapon from across the yard to keep a safe distance and let the Power Booster work its magic.

Watch for the Deepground Commander to run across the area and yell "Hail Weiss". This is his way of summoning a wave of Heavy Armored Soldier units. Sometimes they are the sword-wielding kind, while other times they are the ones with bazookas. They come in pairs, so do not ignore them.

Use the protruding walls in the southwest corner of the area to provide some cover and switch to the Griffin to attack at a faster rate. You may even want to leave one of the Heavy Armored Soldier B units in tact, as its rockets are easy to avoid provided that you stay far enough away. This will enable you to focus on repeatedly attacking the Deepground Commander with little fear of additional waves of sword-slinging behemoths. If you eliminate all of the squads first. The Deepground Commander will summon one last wave when they are history. The last wave will consist of Red Saucers, and three of them will drop accessories plus various other items! After that, obtain the L Adjuster, M Adjuster, S Adjuster and defeat the Deepground Commander all at once!

08-1 - MIDGAR ASSAULT

TRAIN GRAVEYARD ACCESSWAY B



Treasure Legend

#	ITEM
1	Mega-Potion
2	Hi-Potion

BATTLE A

ENEMY	QUANTITY
DG Commander	1
DG Soldier	2

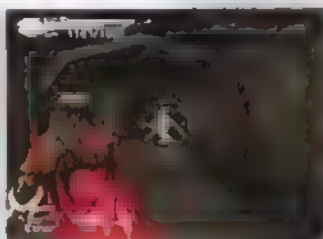


Enter the underground passage and shoulder the Hydra rifle. Use the gun's tremendous range and accuracy to snipe the DG Commander and pair of DG Soldiers at the far eastern end of the corridor.

BATTLE B

ENEMY	QUANTITY
Heavy Armored Soldier S	2
DG Soldier	2

Follow the winding corridor to the two Heavy Armored Soldier S units. Slowly round each corner in the tunnel so as to not stumble into one of them. After all, these enemies are extremely intimidating but they are easy targets when shooting from a good distance.



BATTLE C

ENEMY	QUANTITY
DG Soldier	4
Heavy Armored Soldier B	2

Unlike the previous battles, there is no way to keep a safe distance or silently eliminate these foes. They all enter the far end of the corridor and waste no time in firing at Vincent. Use a Materia Shot to rid the group of its lesser members and finish off the big guys with the Cerberus or Hydra.



TRAIN GRAVEYARD 5

Treasure Legend

#	ITEM
1	2000 gil



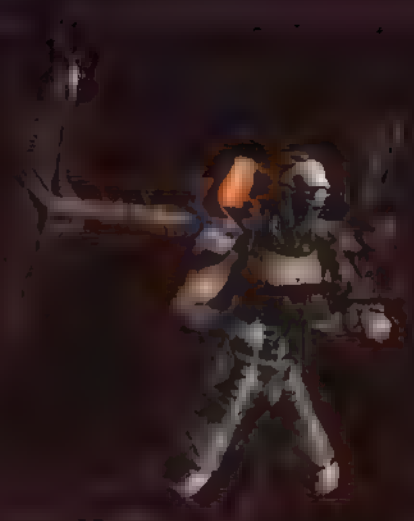
The fifth area of the Train Graveyard is as quiet as its name would imply. Take a few moments to collect the MP at the Make Point and collect the 2000 gil from the treasure beyond the shop. When you're ready for the final battle, head to the north in the center of the area.

ANYONE HOME?

SHRIKES

BATTLE PREPARATION

WEAPON	1	2	3
FRAME	M Cerberus γ	Hydra II	P Griffin β
BARREL	Normal Barrel γ	Long Barrel III	Normal Barrel γ
SCOPE	N/A	N/A	N/A
OPTION	Power Booster	Gravity Floater	Power Booster
ACCESSORY	Cerberus Relief	Cerberus Relief	Cerberus Relief
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets



TYPE	Machine Gun Fire
DAMAGE	28
WHEN USED	Throughout entire battle

There are two ways to prepare for this battle. You can take a few moments getting familiar with the area and loading up on ammunition and MP replenishment items, or you can simply queue up a Limit Breaker. The six flying Shrikes will definitely get their kicks in and Vincent will suffer some damage—it's unavoidable—but provided you use the available cover, you may not need to unleash the Galion Beast. Either way, one thing for certain is there is little need for Materia, as the Shrikes are simply too fast for it.



As soon as the battle begins, double jump backwards away from the incoming Shrikes and start firing at the nearest target. The Shrikes unleash a maelstrom of machine gun fire and jet-powered aggression. Watch Vincent's MP gauge and take cover in one of the train cars with the open side doors.

Peek out from the opening and look for the glow of one of the Shrike's engines. Using the heavily modified Cerberus weapon with a Normal Barrel, it's possible to get a lock on at almost any range and it takes only a few shots to detonate a Shrike during mid-flight.



As long as you stay on the move and circle in and out of cover, you can minimize the damage that Vincent incurs. If, however, he takes too much damage and is running out of ammo or Potions, consider using the Limit Breaker. This refills his HP and MP gauges, increases his DEF rating and also gives him homing projectiles. Although this certainly makes the fight easier, the Limit Breaker is better used later in the game.

08-1 - MIDEAR ASSAULT

You now own 20,000 gil available for the taking during this chapter, so take this opportunity to add your Experience to your total and level up. If it's going well, this increase should put Vincent up to Level 14, or higher which means his HP is around 1700 or so.

If you have the available gil, you can purchase the Auto Reloader for 24,000 gil at the shop. This is definitely an item worth buying sooner rather than later.



MIDEAR ASSAULT WRAP-UP



08-2

FIGHT FOR THE CENTRAL COMPLEX

Thanks to Vincent's quick shooting, he survived the ambush from the Shrikes and made his way inside the Central Complex. Several WRO members made it in as well! Whether or not they are prepared for the challenges waiting inside the Midgar Central Tower remains to be seen

New Enemies Encountered

AIRIAL MINE

ENEMY
ANALYSIS

These needle-shaped explosive devices float just above the ground and move in pre-set patterns. They are relatively rare and, thanks to their slow speed, are quite easy to avoid

BLACK WIDOW

ENEMY
ANALYSIS

The Black Widow is back and this time it's not alone! This non-boss variant of the Black Widow is programmed to charge after enemies and will often self-destruct by crashing into walls

Banking Summary

Practice will definitely make perfect in this chapter as each battle has a very specific tactic that should be employed to conquer it. In the end, players will likely struggle to maintain a satisfactory Accuracy Rate thanks to the two scenes involving the gun turret.

As was recommended for previous chapters, focus on firing in small bursts and only when the reticule is red. The other category that is difficult to master is Damage Sustained. This will ultimately come down to the battle against Reno. Study her attack patterns and follow the evasive tactics described in the following pages to survive in one piece.

RAIN GRAVEYARD 6

Treasure Legend

#	ITEM
1	Hi Potion
2	1000 gil
3	1000 gil
4	Limit Breaker
5	Handgun Bullets x24
6	1000 gil
7	Potion



MEMORY CAPSULE #50

Turn around at the entry point and face directly north. The Memory Capsule is atop the rafters far off in the distance.



MEMORY CAPSULE #51

Crouch down partly into the doorway leading to the office and look underneath the derailed train car outside the office. Snipe the Memory Capsule between the brick wall and the train car.

Chapter Ranking

CATEGORY	S	A	B	C	D
Enemies Eliminated	>70	69-55	54-40	39-20	<20
Survival Rate	>70%	69-60%	59%-50%	49%-30%	<30%
Damage Taken	<5000	5001-6500	6501-8800	8801-11000	>11000
Items Found	>50	49-40	39-30	29-20	<20
Enemies Killed	>70	69-60	59-50	49-30	<30
Items Found	<10	11-17	18-25	26-32	>32
Items Found	>8	7-6	5-4	3-2	<2
Items Found	>90%	89-80%	79-70%	49%-30%	<30%
Items Found	0	1	2	3	>4
Time	28:20	28:21-36:40	36:40-50:00	50:01-60:00	>60:00

BATTLE

A

ENEMY	QUANTITY
DG Soldier	1
DG Sergeant	2

Run past the WRO members and turn left. Face the side area to the west and fire at the explosive barrel beyond the counter. This will take out the female DG soldier and one DG Sergeant. The last DG Sergeant is to the left, around the corner. Wait for him to reveal himself, or carefully round the corner while firing with the Griffon.



If you haven't noticed in the past couple of chapters, you'll certainly notice that this standard DG Soldier has gotten a lot tougher! No longer do they fall with a simple shot from the Carbons. Now it takes approximately 1000 HP worth of damage—that's two Critical Hits to the head with the Hydra!

STRONGER SOLDIERS

BATTLE

B

ENEMY	QUANTITY
DG Soldier	2
DG Sergeant	5

Deactivate the barricade with the Cardkey from the previous battle and start building a Killchain while walking north by shooting the explosive barrel atop the stack of crates. Use the Griffon to shoot the crates to keep the Killchain active while the Deepground unit comes running into view. Strafe left and right amongst the crates while spraying bullets at the unit. Purposely hit an occasional crate or barrel to increase the Killchain during the battle. Watch for the last soldier to drop, then start using melee attacks on the remaining crates to further increase the Killchain.



BATTLE

C

ENEMY	QUANTITY
DG Sergeant	2



Vincent encounters two individual DG Sergeants while looping around to the northeast in this battle. Keep the Hydra Cannon equipped and proceed with caution. The first foe appears beyond the trains where the path bends back to the north. The second enemy is just up ahead of the turn, where the room narrows. If nothing else, the WRO member will help point them out.

BATTLE

D

ENEMY	QUANTITY
DG Soldier	3
DG Sergeant	5

Hop into the gun turret on the right-hand side of the train track and aim the weapon at the door on the left near the overturned train car. Five Sergeants and three DG Soldiers will funnel from the office, so mow them down. Keep the reticule aimed at a height even with their heads and fire in small bursts to maintain your Accuracy Rate. Don't worry about the WRO members bringing the fight to the Deepground unit, as your shots will not harm them.



ACCURACY TROUBLE

Having trouble keeping a high enough Accuracy Rate during this chapter? If so, consider not using the gun turret in this scene. Hop into the gun turret to get their attention, then exit the chair and snipe the DG Soldiers as they appear. The WRO members will attract much of their fire (and you don't get penalized if they die), so you won't have to worry about taking too much fire.

STAGE MISSION 1

SUMMARY

Avoid the Aerial Mines!

S	A	B	C	D
3	2	1	0	N/A

Three Aerial Mines guard the narrow walkway leading from the Train Graveyard to the Midgar Central Tower. This last line of defense follows a pre-set pattern in conjunction with a set of barricades that flicker on and off. Vincent must negotiate this trap without being hit by the mines.

MISSION 1-1

ENEMY	QUANTITY	MISSION NOTE
Aerial Mine	3	3 Aerial Mines
DG Sergeant	1	N/A

Keep the Hydra equipped, as a DG Sergeant will attack from the opposite end of the corridor. In the meantime, stand and watch the nearest Aerial Mine as it circles the second barricade. Wait for the first barricade to drop in time with the Aerial Mine moving to the far side of the second barricade. After doing so, Vincent can safely move past the first two barricades.

The second Aerial Mine travels back and forth between the third and fourth barricades before traveling up the right hand side of the corridor, looping around the seventh barricade. Wait for it to slide to the right, past the third barricade, before advancing.



Slowly advance one barricade at a time—ignoring opportunities to move past multiple barricades at once—to the north while watching the Aerial Mines. The third Aerial Mine travels back and forth between the final two barricades before traveling down the right hand side of the room to loop around the fifth barricade. Focus on keeping pace with the second Aerial Mine to slip through without a problem.

MIDGAR CENTRAL COMPLEX 1

Train Graveyard 6

Mission 2-1

A

Midgar Tower 2

BATTLE A

ENEMY	QUANTITY
DG Soldier	3
DG Sergeant	2
DG Commander	2

Climb the stairs to reach the lower level of Midgar Central Complex and rush to the aid of the WRO members up ahead. A number of Deepground units at the far end of the hallway have them in a shootout. Tilt the odds in the WRO's favor by firing a Materia Shot at one of the DG Commanders, then detonate the explosive barrel atop the crates.

STAGE MISSION 2

SUMMARY

Destroy the Robotic Assault Units!

2

1

0

N/A

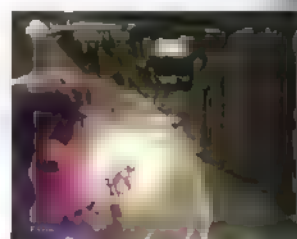
N/A

There are two Black Widows roaming the halls of Midgar Central Tower. Unlike earlier battles with this robotic beast, these foes are more overzealous in their attacks. Although they do fire machine gun rounds at Vincent, they are more interested in trampling him. Although it's possible to step aside and watch them fatally crash into a wall, you won't receive credit for their destruction.

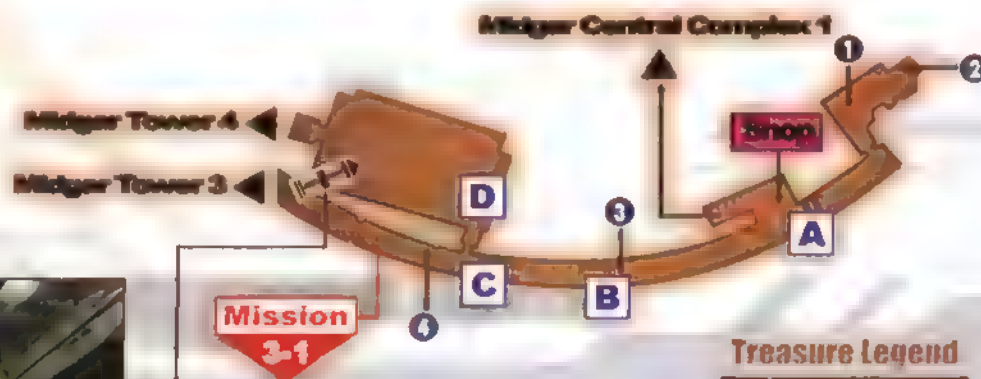
MISSION 2-1

ENEMY	QUANTITY	MISSION NOTE
Black Widow	1	1 Robotic Assault Unit

The Black Widow crashes through the crates atop the staircase and charges straight down the hallway toward Vincent and the others. You only have a couple of seconds to destroy it before it obliterates itself by crashing into the wall. To do so, load up on MP and use the Thunder Materia together with the Materia Floater and Materia Booster. Hit it twice with a Thunder Materia shot to drop it. Fire the first bolt as the Black Widow reaches the bottom of the stairs, then quickly fire a second Materia Shot right after the first one. If your Materia Floater or Materia Booster are upgraded to their maximum, then there is no need to equip both.



MIDGAR CENTRAL TOWER 2



MEMORY CAPSULE #52

The Memory Capsule is on the balcony in the southwest corner of the room. You can shoot it from the north side of the large generator in the middle of the room.

Treasure Legend

#	ITEM
1	1000 gil
2	1000 gil Hi Potion
3	Rifle Bullets x10
4	Rifle Bullets x12

BATTLE

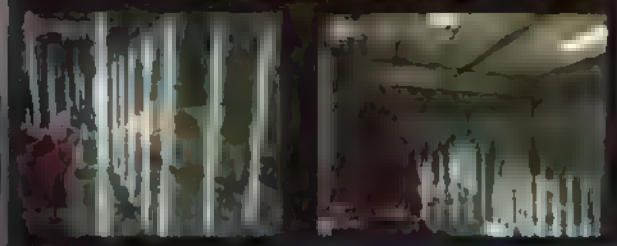
A

ENEMY	QUANTITY
DG Sergeant	1

Visit the shop at the top of the stairs, then slowly approach the gap in the floor to the east. There is a DG Sergeant at the end of the hall manning a gun turret and it will take a stealth-like approach to defeat him. Fortunately, the slight bend in the corridor makes it possible to get a shot on him before he spots Vincent. Crouch inside the trench and slowly strafe out toward the center of the hallway while looking for the DG Sergeant to the west. Try to line up a shot at his head by sneaking a bullet between the wall and pipe in the distance. Once in position, stand up and shoot him in the head.



The room at the east end of the hall contains an intricate network of electromagnetic barriades. It also contains five electronic switches that Vincent can shoot to deactivate them. As they are deactivated, a corresponding barricade will power down and allow Vincent to slowly make his way through the maze to the briefcase in the distance. The first three switches are on the south side of the room, while the other two are to the north.



BARRICADE MAZE

BATTLE

B

ENEMY	QUANTITY
DG Soldier	3
DG Sergeant	1

This is an optional battle, but if you want to get an S-rank in the Targets Eliminated category, you should take part in it. As soon as Vincent sits down in the gun turret, a large Deepground unit comes running into the hallway from the area near the shop. It's not possible to eliminate them all as soon as they appear, so slowly raise the gun barrel as the Deepground unit gets closer to keep it at head level. Slowly move the gun barrel from side to side to avoid letting any enemies slip in close alongside the wall. As long as you keep an eye on Vincent's HP gauge and have a Potion to use if necessary, this shouldn't be much trouble.



BATTLE

C

ENEMY	QUANTITY
DG Soldier	1

Climb the ladder to the Mako Point and quickly dispatch the lone DG Soldier who enters the hallway from the room on the right. The in-game map indicates that Vincent needs to head through that room, but don't go in there yet. Instead, continue west to the far end of the hallway—there's a mission and a number of valuable items to obtain off the beaten path!

STAGE MISSION 3

SUMMARY

Assist the 3 WRO members!

S

A

B

C

D

3

2

1

0

N/A

There are three WRO members at the western edge of Midgar Central Tower 2 who need help. First, they try to disable a barricade, then try to make their way up a staircase strewn with explosive barrels and Deepground units. If you choose to participate in the mission and protect them, you'll be well rewarded with valuable items

MISSION 3-1

ENEMY

DG Sergeant

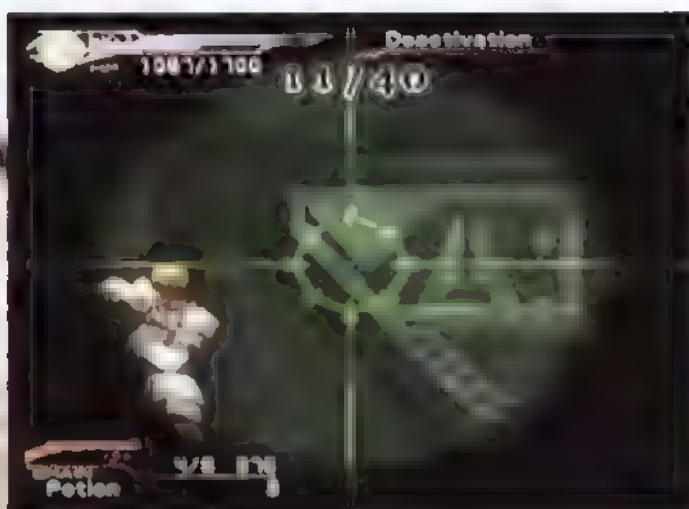
QUANTITY

Varies

MISSION NOTE

Assist the 3 WRO Members

With the Hydra equipped, run to the barricade and squat down against it. The three WRO members will run to the end of the hall one at a time and try to destroy the barricade's control panel by hitting it with the butt of their rifle. They must hit it a total of 40 times to deactivate it. In the meantime, DG Sergeants will run up one at a time to them to try and prevent their success



Line up the reticle of the Sniper Scope (as shown in the screenshot above) and squeeze the trigger as soon as a DG Sergeant's head enters the view. It will take two Critical Hits to drop him, but there's enough time to get in a second round before he starts attacking the WRO member. When lining up the shot, make sure the right hand horizontal axis is even with the center hole in the letter "A" on the wall and have the dot in the center of the reticle positioned on the angled dark line of the stencil, slightly up and to the left of the inverted triangle. Make sure to use the Power Booster, an L Adjuster, and your strongest barrel to maximize the damage

MIDGAR CENTRAL TOWER 3



Treasure Legend

#	ITEM
1	G Report
2	Limit Breaker
3	X-Potion
4	Machine Gun Bullets x50
5	Rifle Bullets x10

MISSION 3-2

ENEMY	QUANTITY	MISSION NOTE
DG Sergeant	1	3 WRO Members
DG Commander	1	N/A

Let three WRO members run ahead and put themselves in harm's way at the base of a lengthy staircase. Quickly run after them and immediately shoot and destroy the explosive barrels precariously perched on beams above the stairs to keep the DG Commander from shooting them down on top of the WRO members. With the barrels destroyed, step to the side of the stairs and snipe the enemies at the top, or use a Limit Break and rush up the stairs to get them up close. Don't forget to lay claim to the ever-so rare G Report in the alcove above the stairs.



Let the ladder atop the stairs to the... You'll find a number of... including one that contains... X-Potion—as well as a... Report diskette. There are three G... to total, this one being the first... knows what the G Reports do.

FRUITS OF YOUR LABOR

MIDGAR CENTRAL TOWER 2, CONT'D

BATTLE

ENEMY	QUANTITY
DG Soldier	2
DG Sergeant	3
DG Commander	1

Return to the side room near the Mako Point, but don't go inside yet because there is a group of Deepground units there. Stay outside the door and use the Hydra to snipe them one at a time. Begin by getting close enough to the door to lure the DG Commander onto the catwalk straight ahead. With him eliminated, gradually make your way into the room and take out the three soldiers in the northwest corner, opposite the door. The final two enemies are located in the southwest corner of the room, but you must travel further into the room to snipe them. Grab the **Cardkey** and ride the elevator to the next floor



MIDGAR CENTRAL TOWER 4



Treasure Legend

#	ITEM
1	1000 gil
2	1000 gil
3	Rifle Bullets x12
4	1000 gil
5	1000 gil



MEMORY CAPSULE #53

Board the elevator at the north end of the floor and ride it up. Turn away from the lift control buttons and aim the Cerberus at the wall on the other side. The Memory Capsule is sitting atop the third white light inside the elevator shaft. Continue riding the elevator up and down until you successfully shoot it.

MISSION 2-2

ENEMY	QUANTITY	MISSION NOTE
Black Widow	1	1 Robotic Assault Unit
DG Sergeant	1	N/A
DG Soldier	1	N/A

While in the elevator, equip the Griffon with the Materia Floater and Materia Booster and get ready to shoot a bolt of Thunder Materia. Exit the elevator and quickly gun down the two enemies at the end of the hallway.

Continue to shoot at the crates on the right to maintain a Killchain while the Black Widow rounds the corner. When this occurs, fire a blast of Thunder Materia at it. Continue firing until it drops.



STAGE MISSION 4

SUMMARY

Defeat the Sentry Robots!

S	A	B	C	D
10	9.8	7.6	5.4	<3

Just when you think the hallway is free of enemies, a number of roving Red Saucers emerge. Before you know it, Vincent is getting zapped with enough electricity to fry a Beast Soldier! Eliminate all 10 Red Saucers to make the way safe for those who follow.

MISSION

4-1

ENEMY

Red Saucer

QUANTITY

4

MISSION NOTE

4 Sentry Robots

Equip the Griffon with the Thunder Materia and walk down the center of the corridor until the Red Saucers descend from the walls. Back away from them slowly while firing with the Griffon. If they group together, hit them with a blast of Thunder.

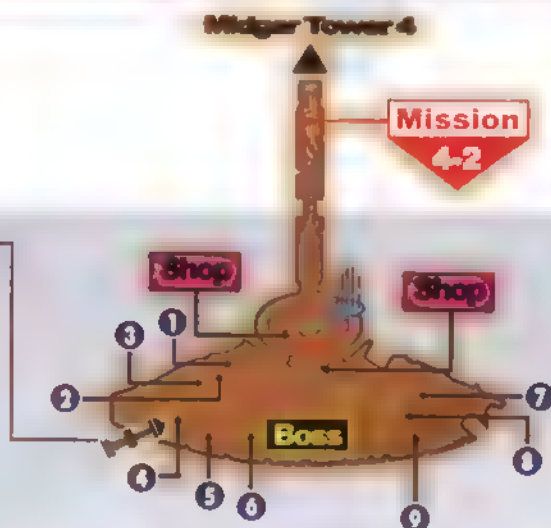


MIDGAR CENTRAL TOWER, TOP FLOOR



...of CAPSULE #54

...the large area to the south, where the boss fight is, then walk to the right to equip the Hydra. Use it to snipe the enemy Capsule atop the metal structure in the southwest corner of the area.



Treasure Legend

#	ITEM
1	Handgun Bullets x24
2	Machine Gun Bullets x50
3	Limit Breaker
4	Machine Gun Bullets x50
5	Potion
6	Potion
7	Hi-Potion
8	Rifle Bullets x10
9	Handgun Bullets x24

08-2. FIGHT FOR THE CENTRAL COMPLEX

MISSION 4-2

ENEMY	QUANTITY	MISSION NOTE
Red Saucer	6	6 Sentry Robots
Heavy Armored Soldier B	2	N/A

Remain on the elevator when it reaches the top floor and equip the Hydra with the Fire Materia and Materia Booster. There are three Heavy Armored Soldier B units beyond the pile of crates at the end of the hall. Use the Sniper Scope to shoot them between the crates. As the crates fall to the ground or are destroyed, switch to blasts of Fire Materia to make quick work of them. Although they'll fire their bazookas at Vincent, their shots should go wide by the time they reach Vincent's location on the elevator.



GOT SKILLS?

Those with truly good aim and a desire to earn an S-rank can squeeze a few extra Killchain shots out of this scene by shooting the artillery shells being fired at Vincent. Shoot the shells in mid-flight to increase a Killchain, then use the power increase to finish off the Heavy Armored Soldier B that was shooting at Vincent!

With the threat at the end of the hall gone, switch to the Griffon and step off the lift. Six Red Saucers will scurry across the floor and wall toward Vincent. Backpedal onto the lift while shooting at them and use Thunder Magic to take out several at once. The good thing about having the lift to stand on is that the Red Saucers won't enter it.



ROSSO THE CRIMSON

WEAPON FRAME BARREL SCOPE OPTION ACCESSORY BULLETS

1	2	3
M. Cerberus V	Hydra III	P. Griffin B
Normal Barrel V	Long Barrel III	Normal Barrel V
Materia Floater	Materia Floater	N/A
Power Booster	Power Booster	Power Booster
Blizzard Materia	Blizzard Materia	Cerberus Relief
Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE DAMAGE WHEN USED

Machine Gun Fire	Blade Slash Combo	Ground Projectile	Sickle Projectile	S. Strike Meteor Combo
72	80, 110	135	175	45x5
Throughout entire battle.	Throughout entire battle.	After being reduced to 55% HP.	After being reduced to 80% HP.	After being reduced to 50% HP.



Use the shop to purchase as many Ethers and Mega-Potions as possible, and consider purchasing the Hydra III modification. The battle against Rosso takes place in an enormous room with plenty of pillars and containers and other debris to jump on top of and hide behind. There are a number of briefcases scattered throughout the area containing everything from bullets to Limit Breakers. This is quite beneficial, as Vincent will need all of the room, cover, and items he can get his hands on. Upon first entering the area, stay away from the center and collect many of the items ahead of time. Also, take a moment to shoot the Memory Capsule now before the battle begins. Approach Rosso in the center of the room to get the rumble started.

During the early phase of the battle, stick to using the Hydra or Cerberus and maintain a moderate distance between Vincent and Rosso. At this point, she only attacks with machine gun fire and her double-bladed sword. Rosso will rely mostly on her bullets, but she will occasionally dash toward Vincent to attack with her sword. Quickly back away and fire a Blizzard Materia shot at her. This lightning magic attack will track her down and put a halt to her melee attack.



After losing 20% of her HP, Rosso the Crimson turns to Bloodburst Rosso and increases the intensity of her attacks. She'll then start hurling boomerang-like sickles through the air at Vincent. These red flying discs have a homing ability and are quite deadly. Although difficult to dodge, you can use the large pipes and pillars as cover against these attacks. Also, try to run in the direction that the sickle is arcing from to help dodge the attack. Rather than running away from it, try running toward it!

Continue to use Materia Shots against her until you have no more Ethers and MP; then switch out the Materia accessories on all of your guns and add the Cerberus Relief in its place—the extra Defense ability will come in handy.

Switch to the Cerberus

weapon when Rosso loses roughly half of her HP; at this point, she begins to move a bit too fast to track her with the heavy Hydra. She will then reveal two more attacks from her repertoire. The ground projectile is essentially a sword slash that shoots straight across the floor from Rosso to Vincent and, although dangerous, is easy to side-step. Perhaps the most difficult attack to contend with is her melee combination attack by which she slashes, spins, and kicks for a total of five strikes. To avoid it, try to run and double jump away.

Stay on the move and maintain steady pressure on Rosso with the Cerberus weapon to whittle away at her health. This fight isn't especially short, but as long as Vincent stays on the move and succeeds in dodging most of her attacks, he'll come out on top.



08-2: FIGHT FOR THE METEOR COMBO

09

AN EMPIRE IN RUINS

Vincent arrives at the entrance to what remains of the Shinra Building, but the ground forces have not yet gotten past the Deepground defenses. Vincent is on his own for this one. On his way toward the front door, he is once again overcome with an indescribable pain. Chaos is growing restless within him, but he doesn't know why. The time has come for Shelke to explain to him what happened at Shinra Manor with Rosso.

Shelke's communications with Vincent are cut short due to a problem in the Shera's engine room. Upon going to inspect the problem, she is met with the face she least likely wanted to see. Nero's Cait Sith lies motionless on the floor and Shelke draws her weapons, but the odds of her defeating Nero are slim.

New Enemies Encountered

SHRIKE

ENEMY ANALYSIS

Shrikes are essentially DG Soldiers outfitted with jet-packs and wings. They can fly rather quickly and will try to stay directly over Vincent, making it hard to shoot them.

Ranking Summary

Once you get a handle on how to defeat the multiple bosses in this chapter, earning an S-rank won't be too difficult. To accomplish this goal, pay special attention to your efficiency and avoid wasting time when battling the enemies. If you can use an explosive barrel or Materia Shot to quickly clear a room, do it. Otherwise, you may not move fast enough to gain a good Time Expired rank. Another tricky category is Critical Hits. Using Materia Shots or relying on the Griffin too heavily will likely reduce the number of Critical Hits, so concentrate on using the Hydra whenever possible and always aim for a headshot.

SHINRA BUILDING RUINS 1



MEMORY CAPSULE #55

Stand outside the windows to the left of the main entrance and use the Hydra to snipe the Memory Capsule on the floor inside the left-hand room. Shoot between the window frames to hit it.



Treasure Legend

ITEM	
1	Limit Breaker
1	Machine Gun Bullets x90
1	Phoenix Down x1
1	Red Potion
1	1000 gil
1	Handgun Bullets x36
1	Rifle Bullets x12

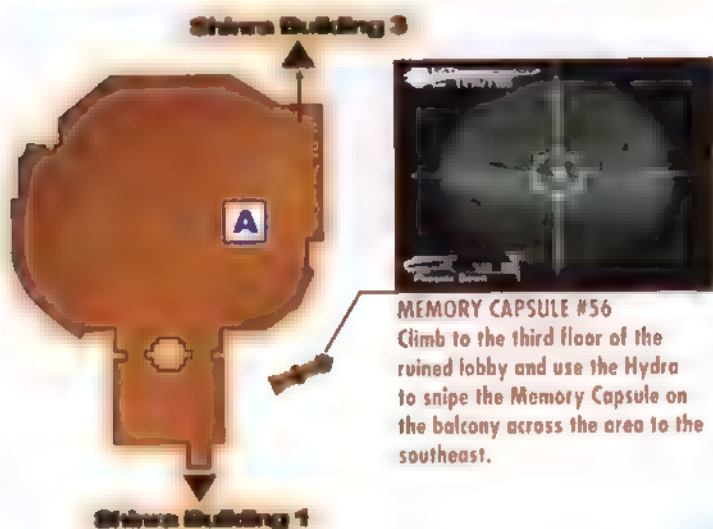
Perform a quick lap around the still-smoldering ruins of the Shinra Building's exterior to collect items and pay a visit to the shop. Take advantage of every shop to keep Vincent's supply of Ethers and Mega-Potions topped off. Also, make sure Vincent doesn't run too low on Handgun Bullets, as they'll be important later on.

ITEM COLLECTION

Character Ranking

CHARACTER	S	A	B	C	D
Eliminated	>120	119-110	109-95	94-60	<60
Rate	>75%	74-65%	64%-55%	54%-30%	<30%
Money taken	<5000	5001-6500	6501-8800	8801-1100	>1100
Time	>60	59-50	49-40	39-30	<30
Items	>80	79-70	69-60	59-40	<40
Dead	<8	9-14	15-19	20-28	>28
Wasted	>8	7-6	5-4	3-2	<2
Sorted	>90%	89%-70%	69%-50%	49%-30%	<30%
Re-KO'd	0	1	2	3	>4
Time	<40:00	40:01-45:00	45:01-51:40	51:41-60:00	>60:00

SHINRA BUILDING RUINS 2



BATTLE A		
ENEMY	QUANTITY	
SOLDIER trooper	3	

Equip the Cerberus and enter the lobby of the Shinra Building. Two SOLDIER troopers immediately descend the stairs on the right and work their way across the floor toward Vincent. Shoot them in the head before they even raise their swords! A third SOLDIER trooper will attack once Vincent climbs the stairs to the second level



SHINRA BUILDING RUINS 3

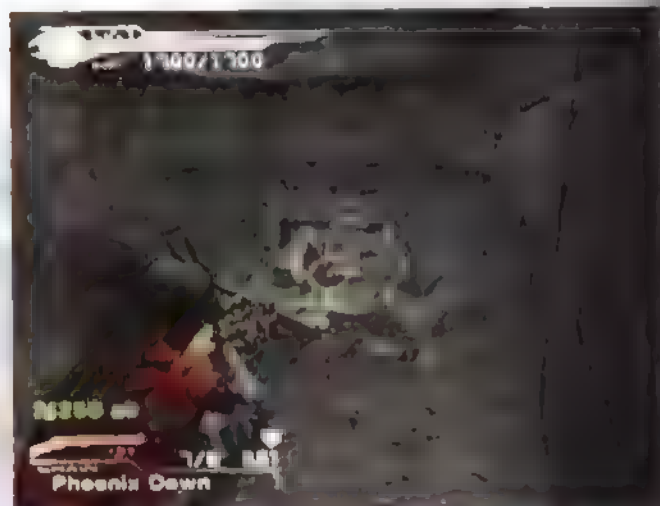


BATTLE A		
ENEMY	QUANTITY	
DG Soldier	4	
Beast Soldier	2	

A number of Deepground units enter through the front door when Vincent reaches the base of the stairs leading to the third floor. Equip the Griffon or Cerberus and back up the stairs in a crouched position while fending off the two Beast Soldiers. When the Beast Soldiers are history, switch to the Hydra and snipe the four DG Soldiers on the ground level of the lobby. Then drop down the elevator shaft to gain access to the lower levels of the building.

Treasure Legend

#	ITEM
1	Rifle Bullets x12



SHINRA BUILDING RUINS 4

SHINRA BUILDING RUINS 5

Treasure Legend

#	ITEM
1	Handgun Bullets x36
2	Potion

Shinra Building 5

Shinra Building 4



Treasure Legend

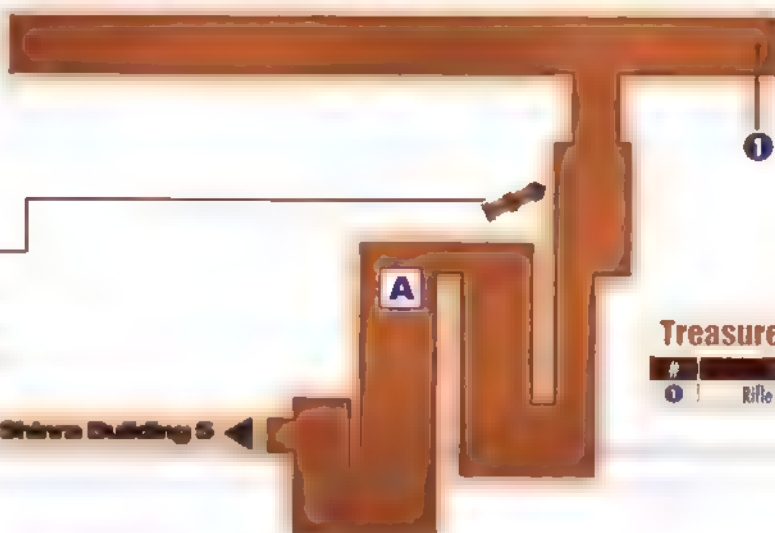
#	ITEM
1	1000 gil

SHINRA BUILDING RUINS 6



MEMORY CAPSULE #57

Face the machinery behind the chain-link fence and locate the Memory Capsule on the right-hand side. It's on the floor near the pipe in the corner.



Treasure Legend

#	ITEM
1	Rifle Bullets x12

BATTLE

A

ENEMY	QUANTITY
Bizarre Bug	3

Follow the winding corridor to the chain-link fence and loop up and to the right. The first Bizarre Bug is clinging to the ceiling, so use the Cerberus to shoot the bug to the floor where it can be destroyed. Keep a safe distance when encountering these Bizarre Bugs, as they'll charge forward and try to shoot Vincent with their toxic spit.



SHINRA BUILDING BASEMENT



Treasure Legend

#	ITEM
1	Red Ether
2	1000 gil
3	Machine Gun Bullets x90
4	Mega Potion
5	1000 gil
6	Red Potion x2
7	5000 gil
8	2x Machine Gun Bullets x90
9	2x Handgun Bullets x36

BATTLE

A

ENEMY	QUANTITY
DG Soldier	2
Beast Soldier	1

Crouch alongside the barrels on the right and slowly proceed to the west until the Deepground units appear. Use the Hydra to shoot the Beast Soldier while backing up toward the barrels. Tuck into the alcove for cover while sniping the two DG Soldiers who remain at the end of the tunnel.



BATTLE

B

ENEMY	QUANTITY
DG Soldier	4



Enter the room and immediately duck behind the wooden crate. Four DG Soldiers enter the room from the upstairs door—two take the left-hand side and two will position themselves opposite. Use the Hydra to line up a shot while crouching, then quickly stand up, fire, and crouch back down. Utilize the cover afforded by the crates to escape in a piece. Start with the two female DG Soldiers to the north, then take out the men to the west.

BATTLE C

ENEMY	QUANTITY
Bizarre Bug	7

Ignore the Bizarre Bug on the window as you enter this room, as it's the one overhead that will cause the initial fright.

Quickly double jump away from it and open fire with the Griffon. Lockchain it with the Bizarre Bug

on the window, then quickly move to the second room where a Bizarre Bug is standing guard over a **Mega-Potion**. Shoot the bug and four more will drop from the ceiling. Stand in the doorway and blast the falling insects with a shot of Thunder Materia to quickly exterminate them!



BATTLE D

ENEMY	QUANTITY
DG Soldier	2

Use the Mako Point and continue south toward the explosive barrel near the door. Shoot the barrel and detonate it the moment the two DG Soldiers emerge from the room on the right. Instant lockchain!

BATTLE E

ENEMY	QUANTITY
DG Soldier	2
Beast Soldier	1

Enter the locker room and shoot the Beast Soldier atop the lockers in the center. There are two DG Soldiers huddled together on the other side of the room, just out of sight. Carefully round the corner toward them and blast them with a jolt of Thunder Materia.



From here, you should be accustomed to the unpredictable nature of the Red Potions and Red Ether. Don't let the fact that you just obtained two Red Potions alter your buying habits at the empty shop. Continue to maintain a full complement of HP-Potions and Mega-Potions. Also, when in battle, wait for Vincent to drop to roughly half his HP and use a Red Potion. This is the best way to make use of the random nature of these items—you won't waste an empty wallet if it leaves you in a critical situation. Use Red Potions first during battles so you don't get stuck relying on something that might only replenish 1 HP. The same goes for Red Ethers—don't let owning one or two sway you from always buying Ethers when you get the chance.

RED POTION

BATTLE F

ENEMY	QUANTITY
DG Soldier	1

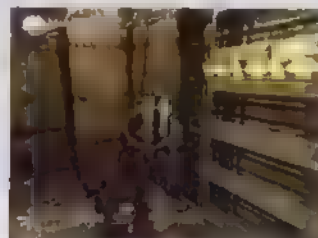
The room north of the shop has a number of explosive barrels and a briefcase containing **5000 gil** hovering above one of them. In order to get the gil, you must take out the DG Soldier on the balcony before he blows up the whole place! To accomplish this, run to the right to pull any gunfire away from the barrels. The DG Soldier will run back and forth along the balcony to the north. Fix the reticule directly over the door and wait for the enemy to appear. The moment he pops out from behind cover, blast him. Now you can safely double jump off the barrel and lay claim to the gil.



BATTLE G

ENEMY	QUANTITY
Bizarre Bug	4 (repeats)

The moment Vincent uses the control panel near the door to open the heavy steel door, four Bizarre Bugs appear behind him and attack. Turn and shoot them with a Materia Shot (or use the Griffon) while backpedaling toward the next door. There are three doors in the basement's northernmost corridor and wave after wave of Bizarre Bugs will pursue Vincent the entire length of it. Each time Vincent reaches another door and is forced to use the control panel to open it, he'll be under the threat of attack from another wave of Bizarre Bugs. Don't turn your back to that threat until you're sure the Bizarre Bugs are too far away to attack. Note that if you close the door fast enough, you can avoid engaging the bugs altogether!



BLACK WIDOW TW

WEAPON	1	2	3
FRAME	M Cerberus V	Hydra III	9 Griffin B
BARREL	Normal Barrel V	Long Barrel III	Normal Barrel V
SCOPE	Materia Floater	Materia Floater	Materia Floater
OPTION	Power Booster	Power Booster	Power Booster
ACCESSORY	Thunder Materia	Thunder Materia	Thunder Materia
BULLETS	Remedgen Bullets	Rifle Bullets	Machine Gun Bullets

TYPE	Machine Gun Fire	Energy Beam	Proximity Grenades
DAMAGE	50	100	5
WHEN USED	Throughout entire battle	Throughout entire battle	Throughout entire battle



Vincent has shown his dominance over the lovely Bitch Whore and Black Widow II, now it's time to face the much-improved Black Widow TW model. In fact, he's going to face two of them simultaneously! The room is a large warehouse-like room and one Black Widow TW is in the center on the floor, while the other clings to the mesh ceiling in the rear.

Even though two mechanized assault units are directly in front of Vincent, this is actually a relatively straightforward battle. Equip the Griffin and begin firing on the ground-based Black Widow TW as soon as the battle begins. Strafe around to avoid its machine gun fire and energy beam attack while keeping constant pressure on it.

Watch for the other Black Widow TW to deploy a series of proximity grenades and immediately fire a Thunder Materia shot. With some luck—and good timing—the Materia Shot will detonate the grenades, thereby building up a Killchain in addition to likely finishing off the first Black Widow TW. Put this Killchain to use by opening on the Black Widow TW on the ceiling!

The Black Widow TW on the ceiling will fall onto its head and suffer significant damage. When it is upside down, its vulnerable underside is exposed. Fire at it and the Black Widow will be history.



SHINRA FACILITIES, DATA VAULT



MEMORY CAPSULE #58

Eliminate the Shrikes on the bridge, then turn to the north and use the Hydra to snipe the distant Memory Capsule. It's on the other sky bridge off in the distance.

Treasure Legend

#	ITEM
1	Rifle Bullets x12
2	Limit Breaker
3	Top Secret File
4	Machine Gun Bullets x90
5	3000 gil
6	Top Secret File
7	Handgun Bullets x108



There are no maps in the underground archives area of the Shinra Building. Fortunately, this is a pretty straightforward area—just follow along with the map in this book. The only area that might be confusing is the initial area near the elevator. However, if you scour each of the four corner offices in a counter-clockwise pattern and make use of the compass on the map screen, you can follow the tips here and avoid getting lost.

NO KNOWN MAPS

STAGE MISSION 1

SUMMARY

Collect the Top Secret Files.

S	A	B	C	D
5	4	3	2	1

If Vincent and his colleagues are to learn more about Deepground, Vincent must find some data. Keep an eye out for these five diskettes containing all there is to know about Deepground

BATTLE

A

ENEMY

Red Saurer

QUANTITY

6



Exit the elevator and enter the room to the right. A half-dozen Red Saucers emerge from the shadows as soon as Vincent enters the room, so have the Griffon ready. Back away from the little crab-shaped robots and open fire on them for a Killchain.

MISSION

1-1

ENEMY	QUANTITY	MISSION NOTE
N/A	N/A	1 Top Secret File

Enter the room to the left of the elevator doors and locate the **Top Secret File** behind the glass partition. This is the first of five Top Secret Files, but only one other is located on this map. The others are hidden deeper underground



BATTLE

B

ENEMY	QUANTITY
DG Soldier	1
Beast Soldier	2

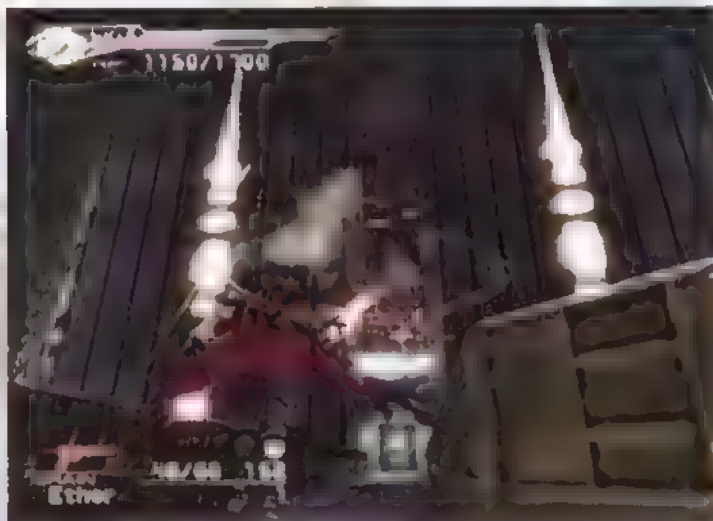
The room in the southeast corner of the lobby contains a surprise. As Vincent enters the room, several Deepground units appear. Back out of the office while firing at the two Beast Soldiers. Wait until they are both eliminated before fighting the DG Soldier behind the partition

BATTLE

C

ENEMY	QUANTITY
Shrike	2

Proceed to the east through the two short corridors and exit onto the lengthy sky bridge. Vincent is immediately met with a barrage of gunfire from two Shrikes patrolling the area. Quickly backpedal through the door to take cover from their initial shots. Now head back onto the bridge and use the Cerberus with the Power Booster to knock them out of the air with a single shot apiece



BATTLE

D

ENEMY	QUANTITY
DG Soldier	4

Enter the room containing the numerous display cases (a materia museum!) and slowly head north toward the distant door. Four Soldiers file into the room and quickly spread out. Hit them with a blast of Thunder Materia before they can spread out too far



MISSION

1-2

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	1	1 Top Secret File
Beast Soldier	2	N/A

Listen for the DG Soldier to yell "move out", then quickly back out of the room. Two Beast Soldiers take positions atop the display cases, while the female DG Soldier holes up in the back of the room. Pick off the Beast Soldiers with Critical Hits to the head from the safety of the corner of the hallway. Strafe to the right slowly once they're gone and take out the DG Soldier in the opposite corner. Pick up the **Top Secret File** from behind the materia display and continue south



BATTLE

E

ENEMY	QUANTITY
DG Soldier	4

Follow the winding corridor away from the materia museum to a large, hexagonal elevator shaft to the southwest. Along the way Vincent will come face-to-face with two pairs of DG Soldiers who will jump out from behind locked doors on the sides of the hallway. Hit them with a quick blast of Thunder Materia and move on

STAGE MISSION 2

SUMMARY

Destroy the surveillance mines!

S	A	B	C	D
>90	89-70	69-50	49-30	<29

There are two near-identical elevators that Vincent must ride to reach the lowermost area of the Shinra Building. Both elevator shafts are home to dozens of Aerial Mines that you must shoot and detonate. This mission is based on score: you receive 1 point per Aerial Mine shot and 3 points for each Aerial Mine destroyed as a result of a chain-reaction. The highest possible score is 99 points.

MISSION 2-1

ENEMY	QUANTITY	MISSION NOTE
Aerial Mine	24	24 Surveillance Mines

Draw the Cerberus, aim at a slight angle upward, and start strafing in circles around the perimeter of the hexagonal elevator platform. At first, most of the Aerial Mines appear individually and are too far apart from one another to chain them together. Don't wait for an opportunity that may not arise, so shoot them one by one. As the elevator continues to descend, however, there will be opportunities to shoot an Aerial Mine while it's near another one. Although the Aerial Mine will briefly fall after being shot, its resulting explosion is large enough that it can detonate any other Mines within close proximity.



SHINRA FACILITIES, RESEARCH AREA



MEMORY CAPSULE #59
 After the DG Soldiers while on the elevator and turn to face the northwest corner of the area. The capsule below the one with the DG Soldiers contains a Memory capsule that must be shot while moving by on the elevator.

Treasure Legend

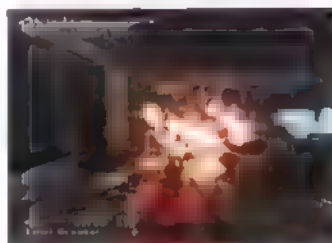
ITEM
① Machine Gun Bullets x90
② Top Secret File
③ Top Secret File
④ Top Secret File
⑤ Handgun Bullets x108



MISSION 1-3

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	5	1 Top Secret File
DG Commander	1	N/A

Slowly move down the hallway toward the southernmost research lab and shoot the two DG Soldiers who exit the room. With them gone, use a Limit Breaker and head into the lab. The remaining DG Soldiers and Commander are scattered throughout the room, hiding in the cubicles. The presence of the DG Commander makes this group quite a bit more formidable—and smarter—but the effects of the Limit Breaker ensure that Vincent won't suffer much damage. Collect the **Top Secret File** from the southern end of the room and exit to the north.



BATTLE A

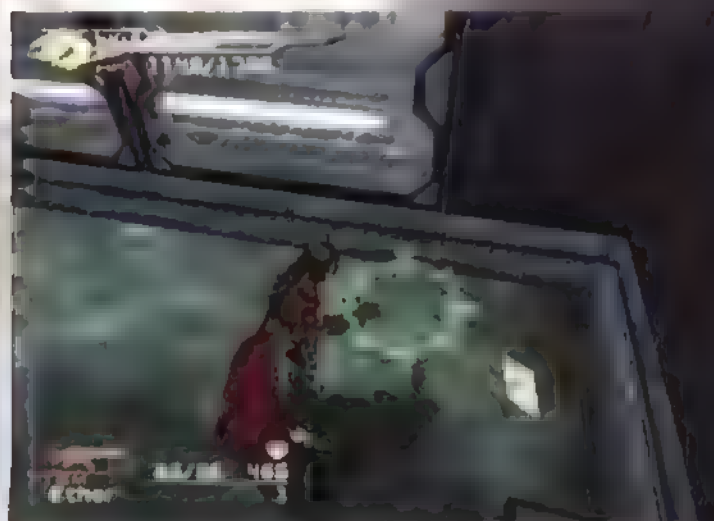
ENEMY	QUANTITY
DG Soldier	4

Four DG Soldiers pour into the room from the west as soon as Vincent enters. Use the cubicle walls for cover and make your way around the room taking out each of the enemies with the Cerberus. Run in a clockwise manner so as to get the drop on each DG Soldier as they hunker down behind the partitions.

MISSION 1-4

ENEMY	QUANTITY	MISSION NOTE
N/A	N/A	1 Top Secret File

The northwest laboratory room is devoid of enemy forces, which means that Vincent can pick up the **Top Secret File** with ease. The diskette is in the far corner of the room, across from the entrance.



MISSION 1-5

ENEMY	QUANTITY	MISSION NOTE
DG Soldier	3	1 Top Secret File
DG Commander	1	N/A

The final laboratory room also contains a Top Secret File, but it is heavily guarded with a motivated group of DG Soldiers, led by their Commander. Don't take any chances with this group and use a Limit Breaker. Run and leap around the room in a clockwise direction while performing mid-air melee combination attacks. This will result in a vicious ground attack. Clear the room of Deepground forces and grab the **Top Secret File** on the floor in the center.

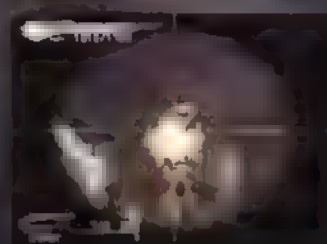


BATTLE B

ENEMY	QUANTITY
Bull Head	2
DG Soldier	2

Step into the hallway and use the Hydra to snipe the two DG Soldiers hiding behind the Bull Heads. Use the protrusions on the left side of the corridor for partial cover and keep the reticule fixed above the Bull Head and wait to fire until the DG Soldier stands up.

Taking out the Bull Heads is a little trickier due to their heavy armor. Don't bother firing at their front plating; instead, aim at the side and wait for the Bull Head to oscillate, thereby revealing a portion of its backside. Shoot the metal box above the orange white striping.



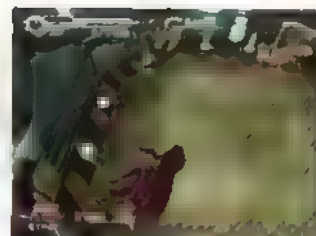
MISSION 2-2

ENEMY	QUANTITY	MISSION NOTE
Aerial Mine	24	24 Surveillance Mines
DG Soldier	4	N/A

The second elevator ride features an equal number of Aerial Mines as the first, but here they fly in tight patterns and are far more conducive to chain reactions. The only problem is that it becomes far more likely that Vincent will get caught in the explosion. For this reason, equip a Phoenix Down before boarding the elevator.

Another layer of complexity is that at roughly the halfway point, you will pass a level with four DG Soldiers who will open fire. Fire a Thunder Materia Shot in their direction to squelch their efforts before they begin and continue shooting down the Aerial Mines.

Many of the Aerial Mines in this elevator shaft fly much faster than those encountered in the previous area. For that reason, consider using an occasional Thunder Shot if it becomes clear that you can't shoot them fast enough as they fly by.



MINRA FACILITIES, QUARANTINE AREA

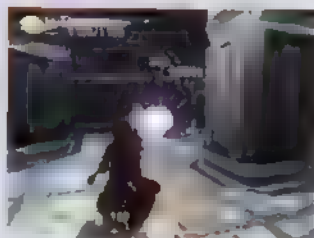


Treasure Legend

#	ITEM
1	Machine Gun Bullets x270
2	X-Potion
3	Handgun Bullets x108

BATTLE A	ENEMY	QUANTITY
	Heavy Armored Soldier S	3

This room contains three Heavy Armored Soldier S units that emerge from behind a number of closed doors. Circle strafe around the perimeter of the room while they give chase. This should force them to touch together, making them extremely vulnerable to a blast of Thunder Materia.



BATTLE

B

ENEMY	QUANTITY
Heavy Armored Soldier B	2

A Heavy Armored Soldier B enters the room from each side just as Vincent arrives in this area. Keep to the southern side of the room and strafe left and right while firing at the enemy to the left first. This will give the one to the right time to move within the blast radius of the explosive barrel in the corner. Fire a few shots into the more distant barrels to build up a Killchain, then finish off the Heavy Armored Soldiers by shooting the nearby barrels.



BATTLE

C

ENEMY	QUANTITY
Red Saucers	6

Have a gun with Thunder Materia equipped before proceeding through the door to the west, as a half-dozen Red Saucers will charge at Vincent and try to shock him. Shoot them with a blast of your own lightning the second they bunch up.

BATTLE

D

ENEMY	QUANTITY
Beast Soldiers	3

The final battle before the upcoming fight with Azul takes place against three Beast Soldiers. Have the Griffon equipped when going through the door and waste no time in firing at these quick-moving beasts.



SHOPPING TIPS

Use the shop to purchase the Cerberus Relief β upgrade if you haven't done so already. Also, purchase plenty of Ethers!

SHINRA BUILDING - C LIFT



EO AZUL

WEAPON	1	2	3
FRAME	M Cerberus Y	Hydra III	P Griffin (3)
BARREL	Normal Barrel Y	Long Barrel (3)	Normal Barrel Y
SCOPE	Materia Floater	Materia Floater	Materia Floater
OPTION	Power Booster	Gravity Floater	Materia Booster
ACCESSORY	Cerberus Relial (3)	Thunder Materia	Thunder Materia
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets

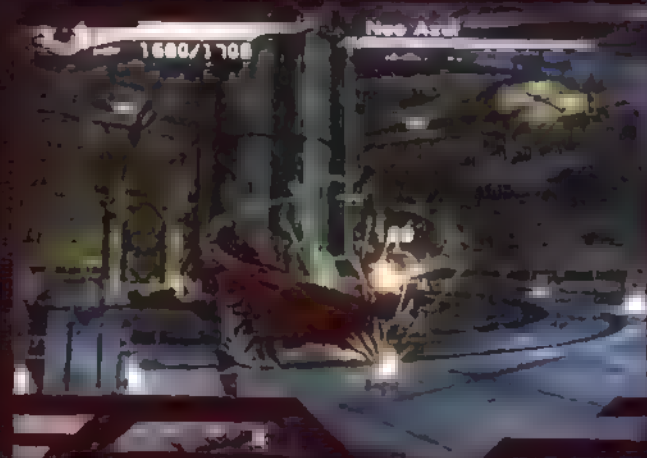
TYPE	Machine Gun Fire	Artillery Shell	Ground Shockwave	Melee Kick Combo
DAMAGE	28	100	250	145
WHEN USED	Throughout entire battle	Throughout entire battle	Throughout entire battle	Throughout entire battle

Vincent doesn't have the benefit of having a dozen explosive barrels to detonate against Azul this time, but aside from that the fight is very similar. Ignore the various enemies around the periphery of the arena and focus on using the control pillar for cover.

Like Azul will slowly march around the center pillar of the room while firing his Machine Gunning gun, giving Vincent an opportunity to take cover behind the pillar while constantly firing the Cerberus. Peek out from the side of the pillar and continue firing.

As was the case in the previous battle with Azul, he will occasionally slam his mighty weapon down on the ground and cause a shockwave to spread out in all directions. Listen for him to yell, then double jump to avoid the attack.

Neo Azul doesn't just use the same old attacks, however. He will occasionally break into a sprint and attempt to hit Vincent with a series of high kicks. As long as you continue to shoot Neo Azul with the Cerberus, the battle will be won in little time at all. Or will it?



ARCH AZUL

WEAPON	1	2	3
FRAME	M Cerberus γ	Hydra III	P Griffin β
BARREL	Normal Barrel γ	Long Barrel β	Normal Barrel γ
SCOPE	Materia Floater	Materia Floater	Materia Floater
OPTION	Power Booster	Gravity Floater	Materia Booster
ACCESSORY	Cerberus Relief β	Thunder Materia	Thunder Materia
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE	Horn Attack	Body Slam	Tail Swipe	Flying Energy Crystals
DAMAGE	600	120	700	400
WHEN USED	Throughout entire battle.	Throughout entire battle.	Throughout entire battle.	For the first 50% of the battle.

Arch Azul's transformation into the gigantic beast known as Arch Azul is one that is as terrifying as it was expected. This is when the containers covering the eight Make Points on the elevator floor come into play. Once the containers have been destroyed by Arch Azul, Vincent can replenish his MP supply by hopping lightly over the container debris. For this second battle, switch to the Griffin as configured in the table above and rely on Thunder Materia. Don't waste a single bullet on Arch Azul, as it won't cause any damage.

Arch Azul isn't slow, so keep to the outer edge of the platform and backpedal away from him while keeping the reticule firmly fixed on his giant body. Once Arch Azul begins to give chase, hit him with the Thunder Materia. With the specified attachments shown previously, you can expect the Thunder attack to deliver over 1800 MP worth of damage.

Continue to backpedal away from Arch Azul while leading him toward each of the white make containers. Arch Azul's massive size and hoft will crush each of the containers, allowing the make within to flow out. Vincent can harvest this make by gingerly hopping over (or onto) each of the piles of debris. Use those Make Points one at a time to maintain enough MP to fire a level three Materia Shot. Only when the meter is completely empty should you consume an Ether item.



Naturally, the battle isn't simply a game of running in circles. Watch for Arch Azul to stop his pursuit and raise his sword to the sky. Don't fire any Materia Shots at this time, as they won't deliver any damage. Instead, watch for the four crystal beams to arc outwards toward Vincent's location. Quickly double jump toward the pillar to evade them. If they hit their mark, press the Square button to regain balance and minimize the damage.

Arch Azul's other attacks, while particularly lethal, require him to get within striking distance. As long as Vincent stays on the run and keeps a safe distance, there is no need to worry. Just keep running in a wide circle around the platform while blasting Arch Azul with Thunder Materia.



Convert the Experience earned into gil and go on a shopping spree! Depending on how much gil you have, try to purchase the **Silver Model Gun** modification and, if possible, the **Master M Barrel**.



AN EMPIRE IN RUINS WRAP-UP

10

SHINRA'S DARK SECRET

Vincent and his inner demon, Chaos, proved too much for Azul but the battle between them was certainly entertaining to Nero who was watching nearby. Despite his success at the Shinra Building and successfully reaching the entrance to Deepground, Vincent is still uneasy. Lucrecia is forever on his mind. In his memories of her, he sees his hatred for Hojo grow, as well as his understanding of how he came to be

New Enemies Encountered

GARGOYLE

ENEMY ANALYSIS

Gargoyles fly in large circular patterns, often rising and falling as they fly. Although they won't come too close to Vincent or use a melee attack, they possess a powerful sonic wave projectile attack.

DG ELITE

ENEMY ANALYSIS

DG Elites resemble DG Commanders in appearance but serve to protect them and utilize a powerful magic shield that repels gunfire.

CRIMSON HOUND

ENEMY ANALYSIS

This former boss creature now attacks with others at a very close range. Beware of its powerful tentacle and body slam attacks and knock it back with a barrage of gunfire.

TWIN SENTRY

ENEMY ANALYSIS

This stationary robotic gun turret fires random bursts of machine gun fire with surprising speed and duration.

DEEPCGROUND OUTER WALL 1



Treasure Legend

#	ITEM
1	Handgun Bullets x90
2	1200 gil
3	X-Potion
4	Omega Report
5	Rifle Bullets x20

MEMORY CAPSULE #60

From the starting point, take a few steps forward and turn to the left. The Memory Capsule is on a green beam in the distance.

MEMORY CAPSULE #61

Stand on the northeast corner of the platform and snipe the Memory Capsule on the end of the taller structure off in the distance.

BATTLE

A

ENEMY	QUANTITY
Gargoyle	8
DG Sergeant	3
Heavy Armored Soldier S	1

A flock of Gargoyles attack Vincent as he descends the stairs to the large central platform. There are eight Gargoyles, but they don't all

follow the same flight pattern. Two will appear directly over Vincent at the base of the stairs, so defeat them first. Five more will appear farther to the north and perform looping flights around the central area with forays to the east. Lastly, one of the Gargoyles will primarily appear near the starting area, at the top of the stairs.



Item Parts Found

NAME	CATEGORY	WT	POW	SPD	RMG
Machine Gun	Frame	1350	35	140	20
Machine Gun	Barrel	90	80	115	170
Machine Gun	Barrel	300	40	140	5
Machine Gun	Frame	600	150	85	160

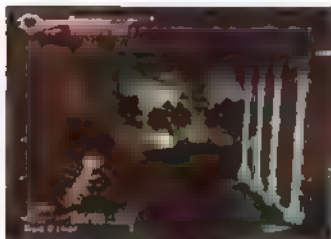
Summary

Finishing on S-rank in this lengthy chapter comes down to the Time category, as it can take up to two hours to play through this chapter. Try to play through the chapter once to collect the Memory Capsules and do a trial run through each of the missions and optional treasure hunt. Then play through a second time with an emphasis on speed and efficiency. Note that if you plan to make a speed-run through this course, you'll need to skip the Wild Siege Mission or, at the very least, only participate in it long enough to eliminate the first 20 or so enemies.

Chapter Ranking

CATEGORY	S	A	B	C	D
Targets Eliminated	>200	199-170	169-125	124-90	<90
Accuracy Rate	>43%	42-37%	36%-30%	29%-25%	<25%
Damage Sustained	<15000	15001-19000	19001-23000	23001-27000	>27000
Critical Hits	>60	59-50	49-40	39-30	<30
Killchains	>150	149-135	134-120	119-100	<100
Items Used	<17	18-26	27-36	37-45	>45
Magic Casted	>11	10-8	7-6	5-4	<4
Mako Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Times KO'd	0	1	2	3	>4
Completion Time	<1:06:40	1:06:41-1:16:40	1:16:41-1:26:40	1:26:41-1:40:00	>1:40:00

A good tactic for hunting Gargoyles is to use the Cerberus weapon and listen for the sounds of the Gargoyle's sonic wave attack. Head toward the noise and look beyond the railings on the platform for their purple and red wings. Beware that the large columns with the locked doors (red lights) contain DG Sergeants and up to three of them will attack during the battle with the Gargoyles. Lastly, a Heavy Armored Soldier S will attack once the last Gargoyle has been knocked from the sky.



BATTLE

B

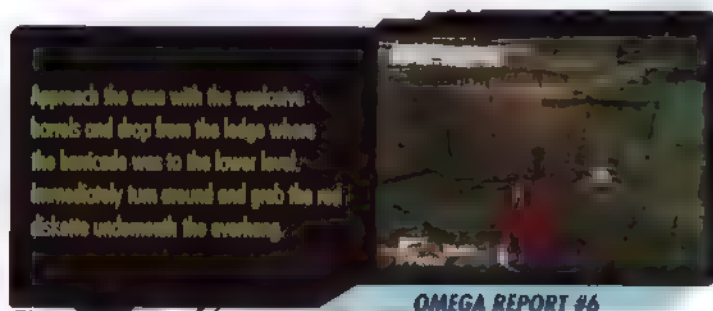
ENEMY	QUANTITY
DG Sergeant	3
Heavy Armored Soldier S	2

Dropping onto the eastern platform triggers an attack from a number of Deepground enemies. Fire a quick shot at a distant explosive barrel to eliminate one of the DG Sergeants and start Killchain, then use the added power to take out the Heavy Armored Soldier S units rushing toward your position. Finish off the remaining enemies with the explosive barrels and head inside.



TREAT CARDKEYS LIKE GOLD

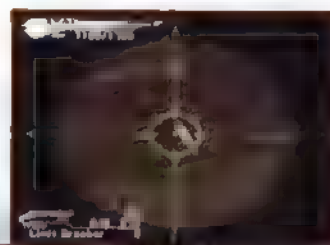
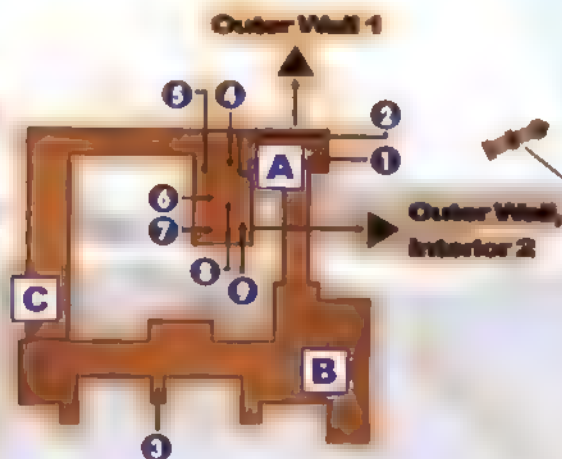
Grab the Cardkey from the fallen Heavy Armored Soldier S and return to the starting area. Deactivate the barricade near the start and jump down the broken ladder to the platform below. Once there, continue east while collecting items. Many of the areas in the Deepground realm are only accessible in one direction due to broken ladders, locked doors, and limited Cardkeys. Always inspect the entire area before deactivating a barricade, as choosing the wrong one can leave special items forever off-limits.



Approach the area with the explosive barrels and drop from the ledge where the barricade was to the lower level. Immediately turn around and grab the red diskette underneath the overhang.

OMEGA REPORT #6

DEEPGROUND OUTER WALL, INTERIOR 1



MEMORY CAPSULE #28

Stand on the platform at the entrance and face due east. The Memory Capsule is far off in the distance, on the floor. You need good eyes and a steady hand to snipe this one.

Treasure Legend

#	ITEM
1	Limit Breaker
2	Hi Potion
3	Machine Gun Bullets x60
4	1000 gil
5	1000 gil
6	1000 gil
7	Elixir
8	1000 gil
9	Phoenix Down

BATTLE

A

ENEMY	QUANTITY
DG Sergeant	3

Grab the items on the upper platform and use the Cerberus to Killchain the two DG Sergeants at the base of the stairs. Partially descend the stairs and turn back to the northwest when you hear a DG Sergeant call out. He's on the upper platform to the left of where you just entered.



BATTLE

B

ENEMY	QUANTITY
Aerial Mine	2

Unlike the previous Aerial Mines, the ones in the Deepground area are equipped with machine guns that fire in random bursts in all directions. Use the area to the southwest for cover and hit the Aerial Mines with a shot of Fire Materia as they travel back to the west.

BATTLE

C

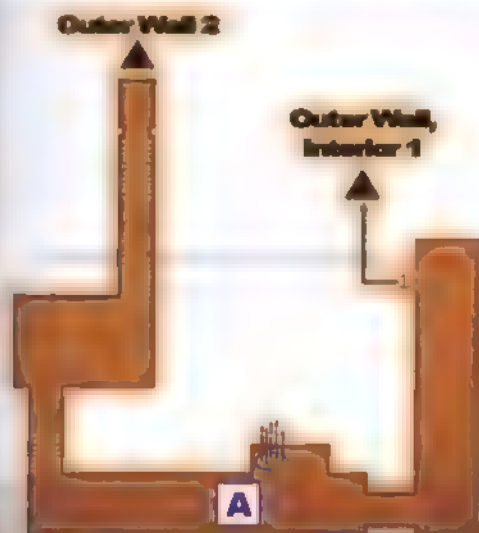
ENEMY	QUANTITY
DG Sergeant	1

Use the Cardkey to lower the barricade and take a moment to outfit the Cerberus with the Power Booster and your most deadly barrel. Descend the stairs and shoot the four explosive barrels rolling toward Vincent. Now run to the staircase and try to use that Killchain's power boost to eliminate the upcoming DG Sergeant. As soon as Vincent reaches the staircase leading to the briefcases, a single DG Sergeant drops from the ceiling and steals all of the briefcases.



You have one chance to kill the DG Sergeant and it must be a perfect shot to the head with as much firepower as possible. The chances for success are slim, but it's possible to drop him with one shot. The good news is that although getting the items from the DG Sergeant is extremely difficult, the items aren't rare ones.

DEEPCGROUND OUTER WALL, INTERIOR 2



BATTLE

A

ENEMY	QUANTITY
DG Sergeant	4
Heavy Armored Soldier S	1

Go to the west and prepare for battle as a barricade springs into place and enemies appear from both sides. Shoot the explosive barrels high on a ledge on the western wall to drop them onto the DG Sergeants perched below them. Now turn and drop the Heavy Armored Soldier S heading in from the east.



DEEPCGROUND OUTER WALL 2



MEMORY CAPSULE #83

Approach the exit on the west side of the area and face directly south. Crouch down to get a clean shot through the railing and shoot the Memory Capsule on the ground below.



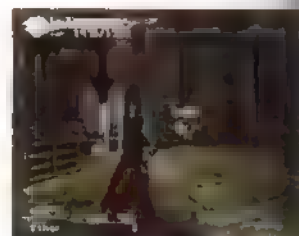
Treasure Legend

#	ITEM
1	Limit Breaker

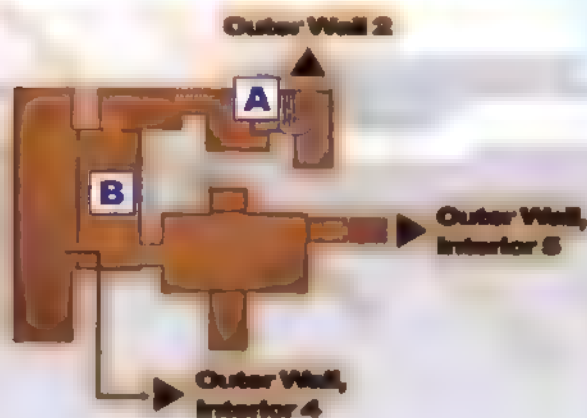
BATTLE A

ENEMY	QUANTITY
DG Elite	4
DG Commander	1

The DG Elites charged with protecting the DG Commander all possess a magical bullet-deflecting shield similar to Shelke's. This means that Vincent's bullets won't be effective against the DG Elites. Although Materia Shots are effective, you'll use fewer items and win the battle faster by using a Limit Breaker. The Galian Beast's powerful melee and projectile attacks make quick work of the DG Elites. After disposing of the foes, the barricades protecting the DG Commander will deactivate, thereby making him vulnerable to attack. Corner him with the Griffon and don't let up!

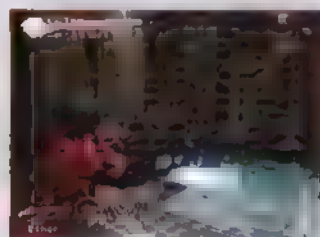


DEEPCGROUND OUTER WALL, INTERIOR 3



BATTLE A

ENEMY	QUANTITY
DG Sergeant	2



Step through the door to the next area and remain in the area between the shop and the Mako Point. From here, snipe the two DG Sergeants patrolling the southern walkway. Use any gil you have to purchase a full compliment of Handgun Bullets, as the Cerberus is going to get a lot of use in the coming battles.

BATTLE
B

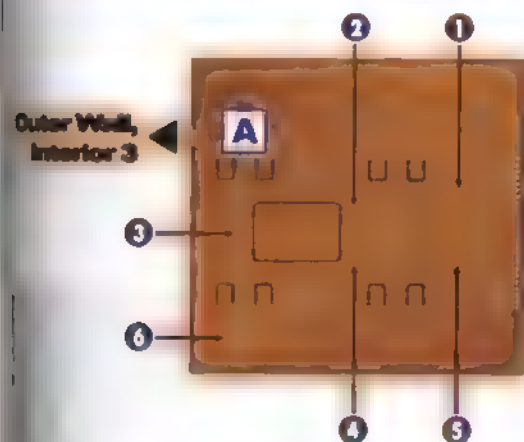
ENEMY	QUANTITY
DG Sergeant	7

Drop onto the next level to the west and shoot the two DG Sergeants that emerge along the far wall. Before proceeding to the next lower level, take a moment to snipe the DG Sergeant patrolling to the southeast

As soon as Vincent drops to the lower level, two more DG Sergeants enter from the southwest corner. Fire a Materia Shot in their direction to eliminate the threat. Descend one more time and turn and shoot the DG Sergeant that enters from the south before making the final descent to the square room at the bottom of this area



DEEPCGROUND OUTER WALL, INTERIOR 4



MEMORY CAPSULE #64

This Memory Capsule is high up on the wall in the northeast corner of the room. It's directly beneath one of the rust-colored pipes extruding from the wall.

Treasure Legend

#	ITEM
1	Ether
2	Machine Gun Bullets x30
3	Rifle Bullets x12
4	Rifle Bullets x12
5	Cardkey
6	1000 gil

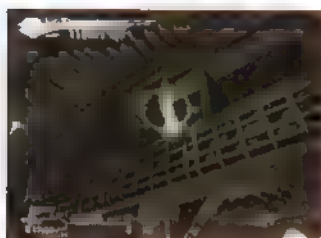
BATTLE
A

ENEMY	QUANTITY
DG Sergeant	1
Heavy Armored Soldier S	1

The crates on the floor all contain an item of value, but one of the four in the center of the room has a DG Sergeant. If you use melee attacks, a Heavy Armored Soldier S will appear. For this reason, refrain from using melee attacks to smash the crates and, instead, stand back and shoot them with the Cerberus. Fire a second shot to drop the DG Sergeant. Try to make a Kilchain and collect the items before they fade away. Grab the **Cardkey** and return to the upper level and out through the door to the east.

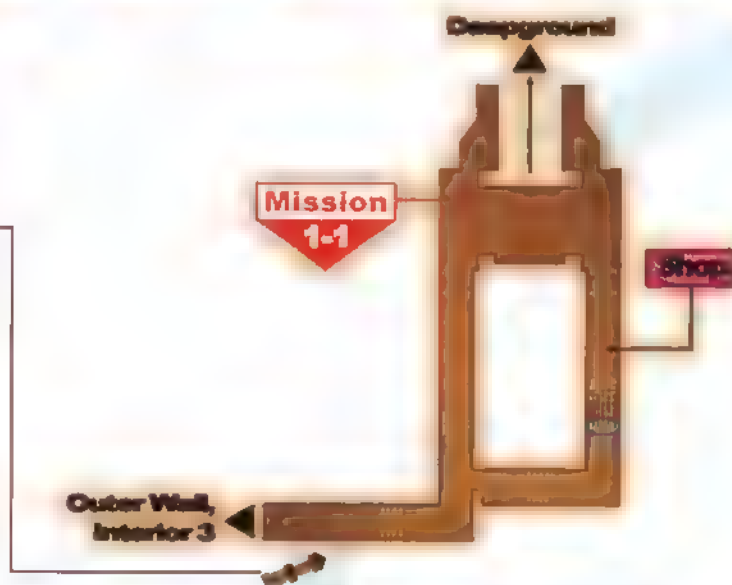


DEEPGROUND OUTER WALL, INTERIOR 5



MEMORY CAPSULE #65

Step through the door and immediately stop in place. Ignore the gunfire ripping through the ceiling and turn to the right. A Memory Capsule is behind the fence right next to Vincent's entry point!



To earn an S-rank, make a side-trip to the Mako Point on the east side of this area. The only way there is to crawl through the hole in the wall along the main corridor. The hole is located where the second barrage of gunfire streams through the ceiling.



MAKO COLLECTING

STAGE MISSION 1

SUMMARY

Destroy the 10 Pursuers.

10

9

8.7

6.5

<4

Vincent finds a monorail car that transports him into the central Deepground area, the only problem is that his journey goes far from undetected. Vincent must use his considerable arsenal to destroy each of the Deepground units who follow him. There are 10 targets, with the enemy transport cars counting as a target.

MISSION 1-1

ENEMY	QUANTITY	MISSION NOTE
DG Sergeants	5	5 Targets to Destroy
Monorail Cars	4	4 Targets to Destroy
Chopper	1	1 Target to Destroy

Shortly after leaving the station, two other monorail cars appear—one directly behind Vincent and another on an overhead track. Use the Cerberus outfitted with the Power Booster to destroy the upper car and its passenger first, then blast those on the lower track.



Another DG Sergeant comes speeding after Vincent when the two tracks pull alongside one another and head downhill. Aim in front of the enemy car and keep firing until it blows up

The two tracks separate once again shortly after going around the bend. Have the Thunder Materia ready and fire a blast at the two DG Sergeants on the upper track. With the two DG Sergeants gone, the monorail car slows alongside Vincent's. This provides some time for Vincent to destroy the ninth target before entering the catching station

Hits while delivering significant damage. Vincent must inflict in excess of 10,000 HP to the chopper to destroy it. If this mark isn't reached (or exceeded) by the time Vincent reaches the next station, the chopper will fly away unscathed. If ammo gets low for the Cerberus, switch to the Griffon but wait until the chopper performs a close-range fly-by before attacking



The final target is none other than a chopper helicopter! The chopper will make multiple passes overhead while steadily firing with its machine guns. Equip the Cerberus Relief (you won't need the antenna) and crouch down behind the cockpit of the car for cover. Target the chopper's nosecone to rack up a number of Critical

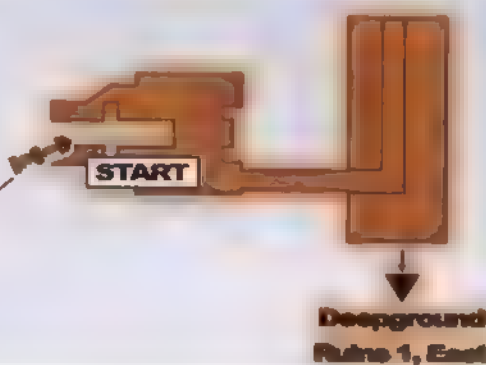
Try to keep track of the total damage you inflict on the chopper and, once you surpass the 10,000 mark, try to avoid taking damage by crouching for cover. The chopper will blow up only when the car ride is about to end and you have reached or surpassed the 10,000 HP damage mark

DEEPCGROUND



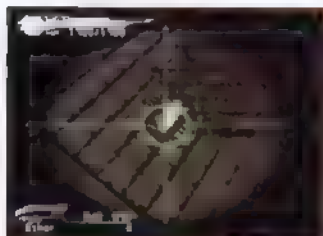
MEMORY CAPSULE #66

Exit the monorail car and walk alongside the track to the west. There is a Memory Capsule underneath the track near the station's exit.



DEEPGROUND RUINS 1, EAST

Deepground Ruins 1, West



MEMORY CAPSULE #67

Walk out onto the western ledge near the starting point of this area and shoot the Memory Capsule on the distant rooftop.



Treasure Legend

#	ITEM
1	Machine Gun Bullets x180
2	Ether
3	3000 gil
4	G Report
5	Potion
6	X Potion
7	Rifle Bullets x12
8	Blast Machine Gun
9	Limit Breaker

MEMORY CAPSULE #69

Head north along the eastern walkway and stop halfway to the building in the distance. Turn and look out over the town below and shoot the Memory Capsule on the roof all the way to the west.



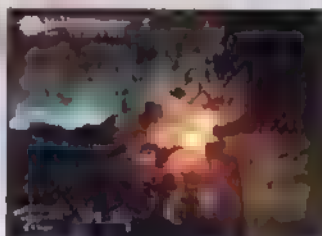
MEMORY CAPSULE #68

Head east from the starting point then pause about halfway there and crouch down. The Memory Capsule is underneath the rooftop cistern on the house nearest your position.

BATTLE A

ENEMY	QUANTITY
DG Sergeant	7
DG Elite	2

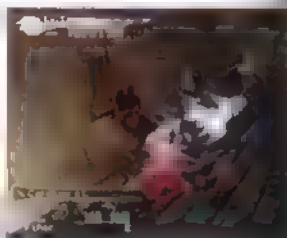
Use the Hydra to eliminate the first three DG Sergeants along the walkway to the east while using the center wall for cover. Slowly proceed to the eastern side of the area and head north. Several more DG Sergeants and a pair of DG Elites will appear. Continue shooting the DG Sergeants with the Hydra, but consider using a Limit Breaker to take care of the DG Elites. Doing so will enable Vincent to throw fiery projectiles at the DG Sergeants who appear on the rooftops to the northwest.



BATTLE B

ENEMY	QUANTITY
DG Sergeant	3
DG Elite	2

While on the top of the stairs leading down into the town, two DG Sergeants appear on the edge of the ruined highway overpass to the southwest. Raise the Hydra and shoot the explosive barrel near them to squelch their attack.



Now it's time to use another Limit Breaker, as there are two more DG Elites and a DG Sergeant at the base of the stairs. Head down the steps as the Galian Beast and show them how feeble their magical shields really are!

After eliminating the DG Elites and climbing the Cardkey, head up and over the rooftop to the west to find the secret G Report diskette on the roof underneath the stairs.

G REPORT #3

BATTLE C

ENEMY	QUANTITY
SOLDIER Trooper	3
Heavy Armored Soldier S	1



Use the Cardkey and descend the stairs into the small courtyard with the crates. Three troopers drop in from above and surround Vincent, so start shooting them right away. Shoot the SOLDIER trooper near the second barricade and rush toward it to make the

remaining troopers funnel toward Vincent. A Heavy Armored Soldier S will attack after Vincent uses the second Cardkey, but he presents little threat as long as Vincent has the Cerberus in hand and plenty of ammo in the clip

BATTLE D

ENEMY	QUANTITY
DG Sergeant	8

Double jump from the ledge where the barricade was located to the rooftop below, then turn and detonate the barrel to the left where the DG Sergeants are located. Strafe to the left and take out the fourth DG Sergeant on the rocky ledge. As soon as Vincent drops into what was once the foundation for a home, three more DG Sergeants attack from the nearby road. Hit them with a Materia Shot and collect the spoils



BATTLE E

ENEMY	QUANTITY
DG Sergeant	3
DG Sniper	1



Drop to the area near the Mako Point and take cover near the ruined wall. Three DG Sergeants take cover directly to the west and try to snipe him. One is atop the large gray building, another is in the window directly across from Vincent, and the third is in the street below the other two.

Leap into the alley to the west, grab the briefcase, and slither up to the corner of the building. There is a DG Sniper up the road to the north and he knows exactly where Vincent is hiding! Aim on a slight angle to the northeast and look to the red rooftop at J-8 on the in-game map grid



BATTLE F

ENEMY	QUANTITY
Guard Hound	18
Crimson Hound	3

Run due north and into the water below the bridge to find the **Blast Machine Gun**. Go ahead and equip this new gun frame, as its powerful knock-back ability will come in handy. As Vincent reaches the exit from this watery ditch, the barricade rises and no less than 18 Guard Hounds flood the area!

Run and double jump to the far side of the area and use the Blast Machine Gun's speed and knock-back power to keep the Guard Hounds at bay while building up an impressive Killchain. Three Crimson Hounds attack last and, although they fight in a similar style, it takes more firepower to down them



DEEPGROUND RUINS 1, WEST



MEMORY CAPSULE #73

Climb the stairs to the bridge and approach the railing to the north. The Memory Capsule is on a piece of debris sticking out of the river.

Treasure Legend

#	ITEM
1	Cardkey
2	Faerie L Barrel
3	Limit Breaker
4	3000 gil, Phoenix Down, Cardkey
5	Handgun Bullets x36
6	Elixir
7	Machine Gun Bullets x60
8	4x 1 gil, 10000 gil
9	Rifle Bullets x12
10	Limit Breaker

Mission 2-1



MEMORY CAPSULE #72

Step onto the debris near the large gate and shoot the Memory Capsule in the water beyond the bars to the south.



MEMORY CAPSULE #71

Approach the barricade where the two Heavy Armored Soldier B units appeared and turn to the north (right). The Memory Capsule is just out of reach in the narrow alley between the two buildings.



MEMORY CAPSULE #70

Stand on the bridge near the building to the west overlooking the pit where Vincent fought the Beast Soldiers. From here, snipe the Memory Capsule behind the chimney on the rooftop to the northeast.

BATTLE

A

ENEMY	QUANTITY
DG Sniper	3
Heavy Armored Soldier B	2

Climb the stairs to the bridge and immediately take cover, as three DG Snipers waste no time in opening fire. The first DG Sniper is on the rooftop to the west, while another is atop the tall building to the east. Grab the **Cardkey** from atop the crate on the bridge and duck for cover. The final DG Sniper is on the blown out building at the western end of the road. He's standing inside the third floor window.



Two Heavy Armored Soldier B units leap in front of Vincent as he nears the barricade to the west. Worse yet, they fire their bazookas as soon as they land. Back away from them while shooting Fire Materia blasts and strafing side to side to avoid their projectiles.



PACKING LIGHT

Don't shoot the crate atop the fire escape just yet! This crate contains the **Faerie L Barrel** and if you shoot it from the north, it will break open and leave its valuable contents out of reach. Instead, shoot the crate from beneath it to make the crate fall onto the ground.

STAGE MISSION 2

SUMMARY

Swiftly neutralize the enemy onslaught!

T	A	M	C	D
<1:59	2:00	2:20	2:40	>3:20
	2:19	2:40	3:20	

Hop into the gun turret at the southern end of the street and prepare for an epic fight! Deepground is prepared to mount a full ambush of Vincent's position with all of its forces

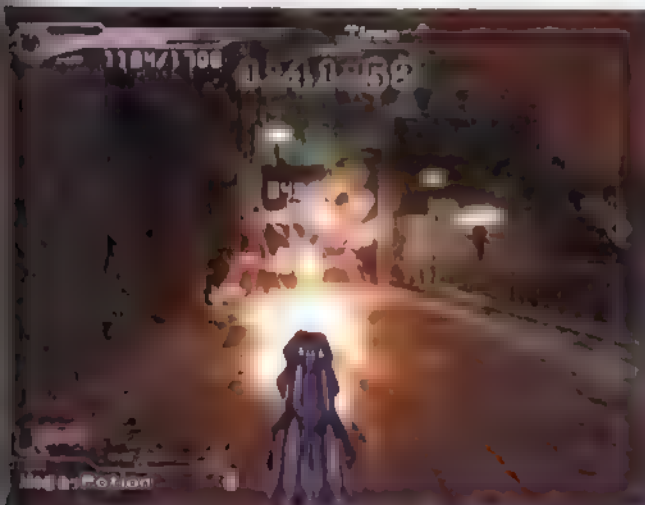
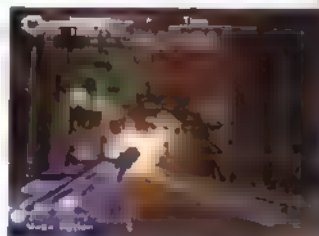
MISSION 2-1

ENEMY	QUANTITY	MISSION NOTE
Red Saucer	3	Squelch the ambush as fast as you can!
Bull Head	2	
DG Sergeant	6	
Twin Sentry	9	
Aerial Mine	7	
Sweeper	3	
Black Widow	2	

Set up the Cerberus Relief and a Phoenix Down to make sure Vincent stays alive during this mission. Once that's taken care of, take a seat and start firing!

The first wave of enemies consists of Red Saucers and Bull Heads. Don't waste too much ammo firing on the Red Saucers until they get close enough for a clean shot. Try to shoot the Bull Heads when they reach the middle of the road.

Things get a bit more tenuous after this initial volley. Deepground will soon attack with Sweepers, DG Sergeants, Twin Sentries, and Aerial Mines all at once. The top priority should be the Aerial Mines and Sweepers, as they can come right up and hit Vincent at point-blank range. After that, look to cut down the Twin Sentries on the building to the right of the street. These mechanized guns fire a lot of bullets with decent accuracy. Lastly, look for the occasional DG Sergeant to appear in one of the windows or doorways at the opposite end of the road. Focus the reticule in the opening and keep firing until these foes fall.

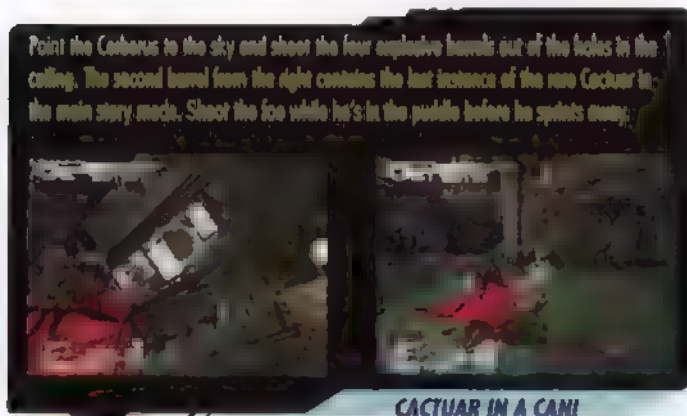


The last wave of the ambush features a pair of Black Widows. Keep the reticule in the center of the street and fire until they are both history. Watch for their missile blasts and use the gun turret to shoot their projectiles out of the air. Not only does this save Vincent's hide, but it also serves to keep the Killchain active and increase the damage he delivers.

BATTLE B

ENEMY	QUANTITY
DG Sergeant	5

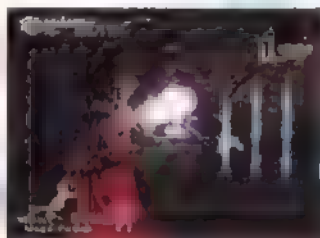
Gather up the items south of the gun turret and head north along the road. Shoot the DG Sergeants through the barricade, then turn and get the one in the window on the right. Quickly deactivate the barricade and, while the Killchain is active, descend the stairs and take out the final DG Sergeant on the right.



BATTLE C

ENEMY	QUANTITY
DG Elite	2
DG Sergeant	3

Enter the ruined building from the north and gather up the briefcases. After collecting the one with **10,000 gil**, two DG Elites and three DG Sergeants rush to the scene and surround Vincent. Two of the foes appear outside the barricade and three others near the entrance to this area. Break out of the trap with quick Materia Shots and continue west. Consider purchasing the **Long Barrel** from the shop at the top of the stairs.



BATTLE D

ENEMY	QUANTITY
DG Sergeant	19
DG Elite	1
Heavy Armored Soldier S	1
Heavy Armored Soldier B	1

The Limit Breaker on the bridge is just another piece of bait. Deepground has barricades set up on both ends of the bridge and an army of combatants to finally put a stop to Vincent. First, you must deal with wave after wave of DG Sergeants – 19 in all. They arrive in waves of 3 to 4 and try to surround Vincent. To avoid them, double jump out of the way and use an occasional Thunder Materia shot to increase the Killchain.



After disposing of the last DG Sergeant, three more deadly units arrive. Greet them as the Galvan Beast and let Vincent's other forms make swift work of them with his flaming projectile attacks and melee combos.



DEEPCGROUND RUINS 2, SOUTH



BATTLE A

ENEMY	QUANTITY
DG Sergeant	5



Climb the stairs to the walkway near the barricades and prepare for another battle. Two DG Sergeants leap onto the walkway in the vicinity of the

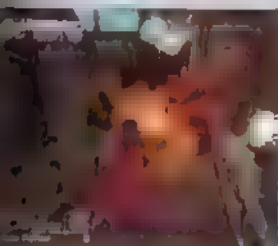
crate. Shoot the crate twice to destroy the explosive barrel inside it—as well as the DG Sergeants—then grab the **Cardkey**. Ignore the shop on this floor as it's just a decoy—there's actually another DG Sergeant inside it. Instead, finish off the remaining DG Sergeants and ignore the small device remaining from the barrel's explosion. Shooting this little explosive canister only reveals a disappointing **Potoin** item.

BATTLE B

ENEMY	QUANTITY
DG Sergeant	6
Heavy Armored Soldier B	1
Aerial Mines	3

Shoot the barrel high on the opposite wall upon entering this building, or else it will fall on Vincent when he approaches the door. Now slowly tiptoe around the red explosive canisters in the walkway. At the end of the pathway, leap over the row of explosives to grab the **Cardkey**. Triggering one of the explosives will summon the arrival of three DG Sergeants and a Heavy Armored Soldier B, so don't touch them!

The second area contains a series of crates. As long as you destroy these crates (and the DG Sergeants that appear) with melee attacks, the three Aerial Mines will stay to the right. Continue to the third and final stretch of walkway.



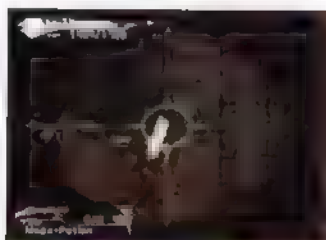
Shoot the lone DG Sergeant that appears on the other side of the barricade and inch toward the hole in the wall where the barrels are being hurled through. Study the pattern briefly and wait for a barrel to explode on the side of the hole. Press the Square button and the Left Analog Stick to dash forward after the explosion, pause for a moment to let the distant explosion dissipate, then dash forward to safety.

As soon as Vincent uses the Cardkey to deactivate the last barricade, a countdown will begin. He has thirty seconds to exit the building before the barricades reactivate and he gets stuck inside. No worries, though; just slip through the door on the left to exit.

THIRTY SECOND COUNTDOWN

10: SHINRA'S DARK SECRET

DEEPGROUND RUINS 2, CENTER



MEMORY CAPSULE #74

Cross the courtyard to where it overlooks the ruins below in the canyon and look to the northwest at the crumbling bridge. The Memory Capsule is just to the right of the sliver of daylight shining underneath the bridge.



Treasure Legend	
ITEM	
1	Rifle Bullets x12
2	5000 gil
3	3000 gil

BATTLE A

ENEMY	QUANTITY
DG Sergeant	10

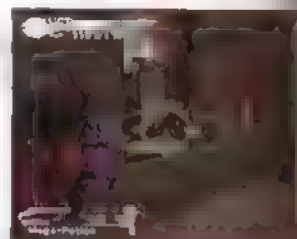
Step outside, crouch down, and draw the Hydra. Don't fire a shot just yet; instead, take a moment to get a bead on the location of each of the five DG Sergeants hiding to the northeast. Also, take note of the five to the northwest. Start by shooting the three near the large building directly across from where Vincent originated. With them out of the way, run and jump down through the rubble to the stairwell and use the windows in the next section to snipe the DG Sergeant near the gun turret, as well as those on the teal-colored glow of Mako Reactor Zero. There is also an explosive barrel near the chimney on the left portion of the rooftop.



BATTLE B

ENEMY	QUANTITY
DG Sergeant	7
DG Commander	3

Descend the stairs while facing to the left and have the Thunder Materia equipped. As soon as you clear the wall and see the DG Sergeants, fire a Materia Shot at them. Keep firing the Cerberus at them through the doorway until all seven DG Sergeants are down for the count. It's also possible to snipe them all from the top of the stairs before they realize that you're there.



The coast isn't clear once you arrive in the courtyard! Three DG Commanders leap into the area from all sides and open fire. Don't waste any time in hitting them with a Materia Shot to weaken them and knock them back. Finish off the DG Commanders with the Cerberus or Griffon.



ENEMY	QUANTITY
SOLDIER trooper	5
Heavy Armored Soldier S	1

Use the Cardkey to deactivate the barricade in the southeast corner of the courtyard and descend the stairs. Follow the hallway to the storage room ahead, where five troopers burst out of crates two at a time. As long as Vincent stays near the door and shoots the first two to get a Killchain going, it's possible to drop the others with a single shot. A Heavy Armored Soldier S emerges from a crate once the last SOLDIER trooper falls, but he too is easy to drop with the Killchain's power.



Use the shop to load up on Handgun Bullets and purchase the **Power Booster**. If you can afford it, it will make the upcoming boss battle significantly easier. Exit the room through the left hand tunnel and climb the ladder to the completely optional Stage Mission 3.

STAGE MISSION 3

SUMMARY

	S	A	B	C	D
Defeat 100 Enemies!	<80	79-60	59-40	39-20	>20

This optional Stage Mission counts toward the post-chapter mission rankings, but is essentially an endurance battle in which Vincent is free to come and go as he pleases. Enemies will continue to enter the warehouse and attack from all levels for as long as Vincent stays inside it. The highest tally of enemies defeated while in this chapter will count toward the rankings. Each time you reenter the warehouse, the mission will begin anew. Defeat all 100 enemies and you'll receive the very valuable **Gold Moogle Doll**, which can be sold for 35000 gil.

MISSION 3-1

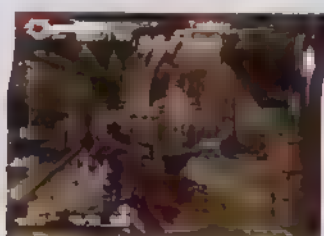
ENEMY	QUANTITY	MISSION NOTE
DG Sergeant	47	Defeat all 100 enemies!
SOLDIER trooper	16	
Heavy Armored Soldier S	15	
Heavy Armored Soldier B	10	
DG Elite	12	

If you want to earn the Gold Moogle Doll, you must enter this mission equipped with plenty of ammunition and a full compliment of restorative items such as Phoenix Down, Ethers, Limit Breakers, Mega-Potions, and the like. It also helps to have an upgraded Cerberus Relief equipped on your primary weapon and only switch away from it when using Materia.

EARN GIL AND EXP NOW!

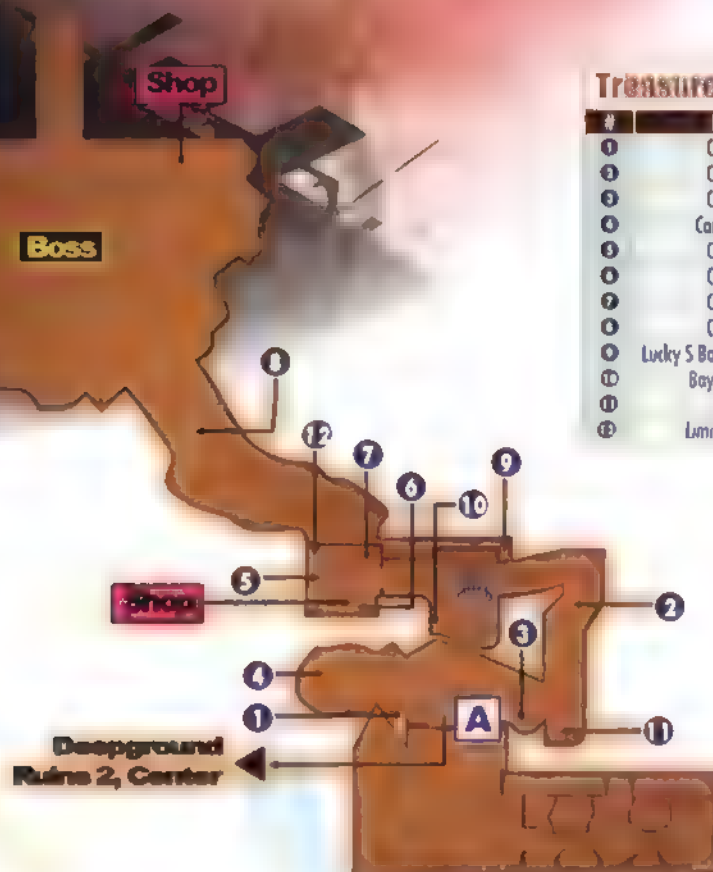
Those who excel at Stage Mission 3 can choose to enter the battle over and over and not only accrue enormous amounts of EXP, but also numerous Gold Moogle Dolls. Selling each of these valuable prizes will earn enough money to purchase most every gun upgrade available! The DG Elites that appear later in the level have a higher chance of dropping larger amounts of gil.

This is a tough mission in that it requires the use of available cover and excellent marksmanship in terms of speed and accuracy. Although the homing nature of the Gahran Beast's projectile attacks can help against DG Sergeants positioned on the roof, you'll need a quick shot when it comes to surviving an ambush of SOLDIER trooper units at ground level.



Although some people may remain on the ground level, it is possible to climb up to the walkways on either side of the room. There is a ladder in the northwest and southeast corners and Vincent can make use of the sliding bridge that rumbles back and forth across the room. Use the walkway to your advantage here, as the Deepground units can't reach it. Vincent can take them down one by one.

DEEPGROUND RUINS 2, NORTH



Treasure Legend

#	ITEM
1	Cardkey
2	Cardkey
3	Cardkey
4	Cardkey x2
5	Cardkey
6	Cardkey
7	Cardkey
8	Cardkey
9	Lucky S Barrel, Cardkey x2
10	Bayonet Rifle
11	Elixir
12	Lund Breaker

BATTLE

A

ENEMY	QUANTITY
DG Sergeant	4

Vincent comes under intense fire as soon as he steps through the door to the north. Start firing at the DG Sergeants on the upper floor of the building across the canyon while running for cover. Stand behind the larger slab of broken wall while taking out the three on the upper floor, then step to the side and snipe the remaining DG Sergeant on the lower level.



SIDE MISSION

SCAVENGER HUNT

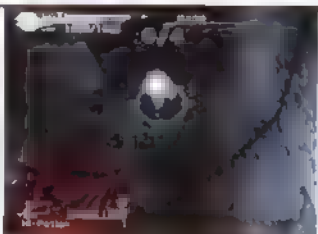
ENEMY	QUANTITY
DG Commander	3

When Vincent drops onto the canyon floor, a tally appears on-screen indicating the number of four items that you've found. Think of this as an optional side-mission, but one that can be used to gain several rare weapons. If this sounds interesting, follow the steps listed here in the order listed to complete it and gain all four valuable items.

1 Shoot the rusty pipe at I-9 to knock the explosive canister to the ground. Shoot the canister to gain a **Cardkey**. This is Item #1 on the map.



2 Enter the tunnel and shoot the explosive canister on the ceiling near the blue light at I-8 to receive another **Cardkey**. This is Item #2 on the map.



3 Follow the path to the gun turret near the Mako Point and use the gun turret to shoot the crate off the ledge to the south at J-9. Return to the crate and shoot it to get the next **Cardkey**. This is Item #3 on the map.



4 Use one of the **Cardkeys** to deactivate the barricade in the main canyon. Retrieve the two **Cardkeys** there at H-8. These are Item #4 on the map.



5 Proceed through the two sewer tunnels to the ladder leading up to the clearing in the northwest. Jump back down the ladder chute to pluck the **Cardkey** out of the air at H-7. This is Item #5 on the map.



6 Climb up the two ladders to the room with the shop and locate the **Cardkey** behind the Shop at I-8. This is Item #6 on the map.



7 Smash the crate at I-7 near the shop to get another **Cardkey**. This is Item #7 on the map.



8 Drop onto the ground to the northwest and carefully crawl to the cliff's edge. There is no way back up from the lower area, so do not fall! Now maneuver the camera for a better view and get the **Cardkey** at G-6 on the map grid. This is Item #8 on the map. Return the way you came.





- 9** You should now have nine Cardkeys. Return to the sewer tunnel and approach the area with the numerous barricades in a row at J-7. Use seven of the Cardkeys to gain the **Lucky S Barrel** and two more Cardkeys. These are Item #9 on the map.



- 10** Climb the ladder to the room with the Mako Point at J-8 and use the Cardkey to gain the **Bayonet Rifle**. This is Item #10 on the map.



- 11** Return through the tunnels to the entrance from the canyon area and use the Cardkey to gain the **Elixir** at K-9. This is Item #11 on the map.



- 12** Continue back through the tunnels to the last remaining barricade at H-7 to get the **Limit Breaker**. This is Item #12 on the map.



Stop at the shop near the Mako Point and buy as many Handgun Bullets as possible. Also, perform any possible upgrades to the Carbene Rifle and Power Booster items. When you're ready, drop onto the rocky ground outside the building and head northwest to the large clearing below the cliff and jump down.

ERO THE SABLE

WEAPON FRAME BARREL SCOPE OPTION ACCESSORY BULLETS

1	2	3
M Cerberus Y	Hydra III	P Griffin J3
Master M Barrel	Long Barrel III	Normal Barrel III
N/A	Materia Floater	Materia Floater
Power Booster J3	Gravity Floater	Power Booster J3
Cerberus Relief J3	Bizzard Materia	Thunder Materia
Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE DAMAGE WHEN USED

Machine Gun Fire	Wing Slash	Soul Orbs
30	20x10	1000
Throughout entire battle.	Throughout entire battle, except when between 80% and 60% of total HP	Only after receiving 60% damage



Nero is simply fooling Vincent out of this point and is not completely committed to dancing with him just yet. That being said, there is plenty of room to maneuver, lots of rocks and debris to utilize as cover, and even a shop in the corner of the arena.

From the moment the battle starts to the second Nero is defeated, it's important to stay on the run. Keep the Cerberus fixed on Nero's position and fire off round after round. Depending on your personal level, the configuration outlined in the table above (Weapon #1) should inflict at least 400 HP worth of damage per shot.

Nero begins the battle by firing his wing-tipped machine guns at Vincent. If, however, Nero gets close enough, the dark warrior has another trick up his sleeve. Stay clear of Nero when he starts to spin, as his razor-sharp wings will slice Vincent to shreds.

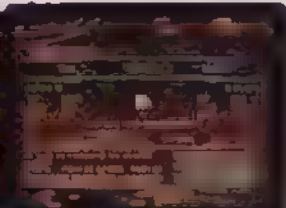


After attacking with just guns, Nero will attempt another attack. When you hear Nero grunting, stop firing at once. He will start to turn purple and multiply before your very eyes! Three Neros will fly across the area toward Vincent and land close enough to perform the wing slash attack. If not, then all three will fire at Vincent with machine guns. As soon as the clones of Nero begin to approach, start running and firing with the Cerberus. It doesn't matter which one you shoot, just keep firing and stay clear of their melee attack.

Once Nero has been reduced to just 40% of his total HP, he will fly high into the sky and begin to surround himself with a purple cloud. Stop running when this occurs, but continue to fire at him. Watch for two purple orbs to home in on Vincent. Begin to circle-strafe away from them as soon as they appear and continue to fire. These purple orbs cause quite an explosion and a good amount of damage, so double jump away from them to lessen the amount of damage Vincent takes. Nero will descend to the ground after launching this attack, so finish him!



Unless you're having a particularly difficult time staying alive and are constantly running out of HP, exchange the earned Experience for gil and purchase the S Hydra upgrade, as it reduces the need for the Gravity Floater and enables you to make use of the Power Booster. Restock your supply of ammo and Neros and save the remaining gil for more expensive upgrades during the next chapter.





11

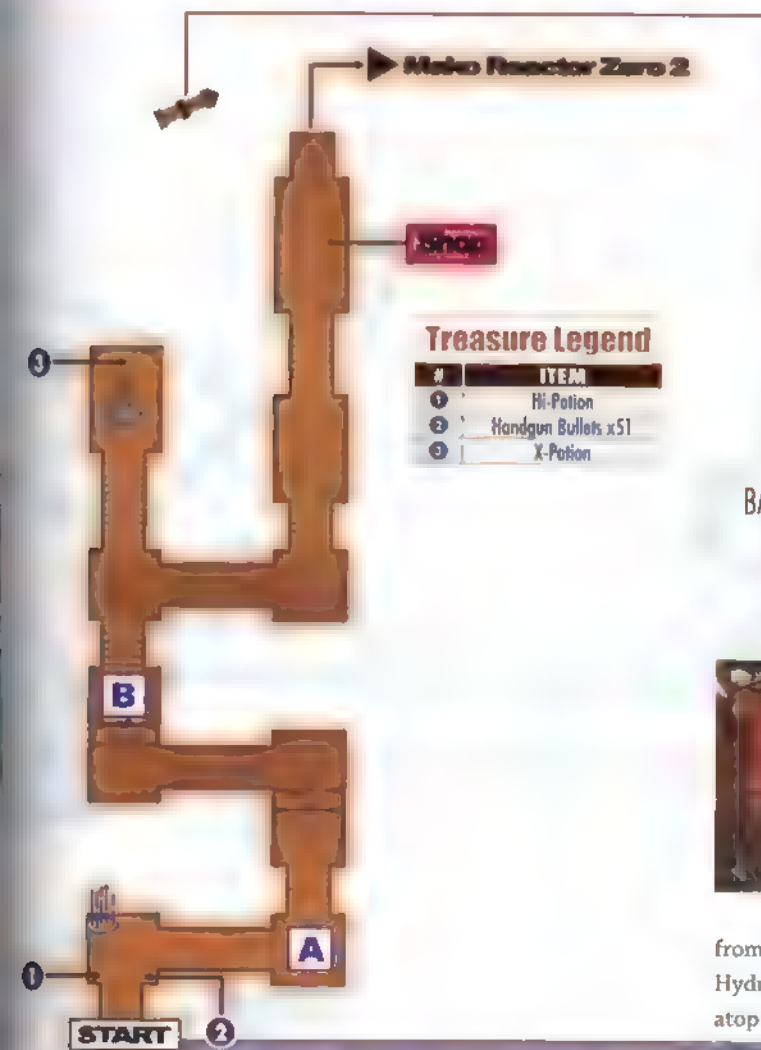
BEGINNINGS

Vincent was able to retrieve Shelke from within Nero and, together with Yuffie's help, was able to help get her the mako she needs to survive. As Shelke is in the stasis chamber, more of the link between her, Lucrecia, and Vincent's father becomes clearer. Vincent never heard why Lucrecia kept saying she was so sorry, but he thinks he finally knows.

Ranking Summary

This isn't a terribly difficult chapter to earn an S-rank on, provided you make good use of the various explosive barrels. Failing to use the barrels effectively may cause players to use too many items as they look to battle the formidable OG Elites face to face. Aside from having too high of an Items Used tally, the other tricky aspect of this chapter can be acquiring enough Critical Hits. Because so many of the enemies here have shields and other armor, you'll need to focus on earning enough Critical Hits when shooting the Gargos, as there aren't many opportunities otherwise.

MAKO REACTOR ZERO 1



Treasure Legend

#	ITEM
1	Hi-Potion
2	Handgun Bullets x51
3	X-Potion



MEMORY CAPSULE #75

Approach the railing near the Mako Point and use the Hydra to snipe the Memory Capsule high on the ring inside the reactor.

BATTLE

A

ENEMY	QUANTITY
DG Elite	2
Red Saucer	1



Shoot the explosive barrel to the right and approach the stairs. Two DG Elites take cover behind the pipe to the north and open fire on Vincent as soon as he reaches the steps. The pipe provides the DG Elites with enough cover to protect them

from Materia Shots, but there are other options. First, take out the Hydra and try detonating the explosive barrel that is on its side atop the large tank behind the DG Elites. If this doesn't work, use a Bomb Breaker and storm their position. Or, if you really want to make sure Vincent doesn't take any damage, use the Galian Beast to detonate the barrel!

Chapter Ranking

CATEGORY	S	A	B	C	D
Enemies Eliminated	>100	99-90	89-75	74-40	<40
Survival Rate	>60%	59%-50%	49%-40%	39%-30%	<30%
Damage Sustained	<20000	20001-24000	24001-28000	28001-33000	>33000
Time Spent	>90	89-70	69-50	49-30	<30
Items Used	>35	34-28	27-20	19-10	<10
Items Collected	<14	15-22	23-31	32-40	>40
Items Lost	>8	7-6	5-4	3-2	<2
Items Collected	>90%	89%-70%	69%-50%	49%-30%	<30%
Items Lost	0	1	2	3	>4
Completion Time	<53:20	53:21-58:20	58:21-1:06:40	1:06:41-1:20:00	>1:20:00

BATTLE

B

ENEMY	QUANTITY
DG Elite	2
Gargoyle	1
DG Soldier	1
Red Soucer	2

Again, use a Limit Breaker at this point (see map) and begin leaping straight into the air and pressing the R1 button to fire the Galian Beast's homing projectiles at the DG Elites atop the pipes. There are two DG Elites and a Gargoyle guarding the path straight ahead to the Mako Point and a DG Soldier to the right. Stay back from the enemies and use the Galian Beast to clear out the path ahead



MAKO REACTOR ZERO 2

Mission 1-1

Mako Reactor Zero 1

Mako Reactor Zero 3

Treasure Legend

#	ITEM
1	Handgun Bullets x51

STAGE MISSION 1

SUMMARY

Eliminate the Gargoyles #1.

S	A	D	C	O
2	1	0	N/A	N/A

Gargoyles have infested the inner workings of Mako Reactor Zero and it's up to Vincent to clear them out. This is the first of three similar missions, but this one involves the fewest Gargoyles.

MISSION 1-1

ENEMY	QUANTITY	MISSION NOTE
Gargoyle	2	2 Gargoyles
DG Sniper	1	N/A

Although this mission is really about exterminating Gargoyles, there is also a DG Sniper on a distant catwalk. For this reason, immediately run down the stairs to the right and position Vincent behind the large red pipe near the Mako Point. You can still shoot the Gargoyles from this vantage point, but the DG Sniper's bullets can't reach Vincent. After defeating the Gargoyles, return to the starting point, crouch down, and take out the DG Sniper to the northeast.



MAKO REACTOR ZERO 3

Mako Reactor Zero 4

Treasure Legend

ITEM
1 Rifle Bullets x20
2 Handgun Bullets x51
3 Mega Potion
4 Limit Breaker
5 9x 100 gil

Mako Reactor Zero 2



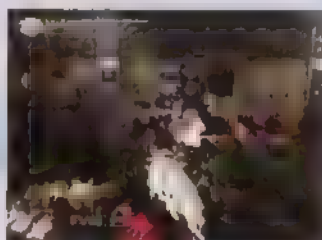
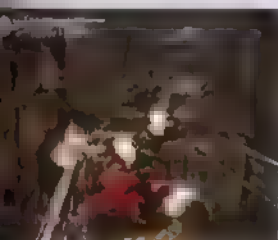
MEMORY CAPSULE #76

Descend the ladder on the raised platform and turn to the south when you reach the base of the stairs. The Memory Capsule is on the floor below, between the large pipes.

BATTLE

ENEMY	QUANTITY
DG Elite	3
Red Saucer	2
Heavy Armored Soldier B	1
Bizarre Bug	2

Run and jump past the Red Saucers and push forward to the east. Listen for the sounds of the DG Elites up ahead and immediately use a Limit Breaker. Take out the DG Elite in the alcove on the left, then turn your attention to those straight ahead. Target the explosive barrel on the pipe to their left for some added firepower, then push forward and finish off the survivors with melee attacks. The key to completing this skirmish without taking much damage is to get on top of the Heavy Armored Soldier B before he has a chance to fire his bazooka.



BATTLE

ENEMY	QUANTITY
Red Saucer	1
Bizarre Bug	2



Although the main route through this area leads down the ladder near the raised platform, head to the northeast corner of the area and shoot the two Bizarre Bugs off the pipes. Descend after them and finish them off to gain plenty of gil.

BATTLE

ENEMY	QUANTITY
Bizarre Bug	4

Collect the nine briefcases full of **100 gil** each and slowly approach the Mako Point. The moment Vincent reaches the Mako Point, four Bizarre Bugs fall from the ceiling in a sick insect shower. Double jump backwards and fire a Thunder Materia shot at them.

II - BEGINNINGS

MAKO REACTOR ZERO 4

Treasure Legend

#	ITEM
1	Rifle Bullets x20, Handgun Bullets x51, Machine Gun Bullets x80

**Mission
2-1**

STAGE MISSION 2

SUMMARY

	S	A	B	C	D
Eliminate the Gargoyles #2	3	2	1	0	N/A

Time for another battle against the Gargoyles. This time, however, there is no pesky DG Sniper around. Also, there's a gun turret for those who don't mind risking a dip in their Accuracy Rate

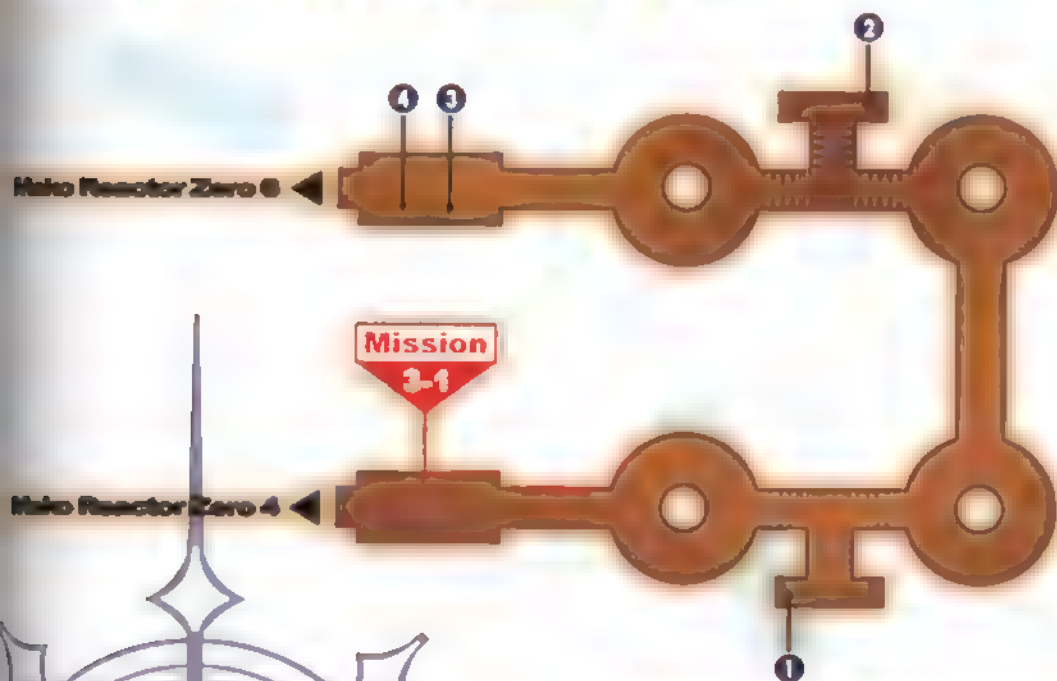
MISSION 2-1

ENEMY	QUANTITY	MISSION NOTE
Gargoyles	3	3 Gargoyles

The height of the handrail on the catwalk can make it difficult to shoot the Gargoyles, as they fly by at roughly the same height as Vincent. Spend a moment near the entry point to see if you can kill any of the Gargoyles without too many errant shots. When this gets difficult, run to the gun turret's location but *don't* use it! Instead, just stand behind it and use the gap in the railing and the lower height on this section of walkway to get some clean shots at the Gargoyles with the Cerberus.



MAKO REACTOR ZERO 5



Treasure Legend

#	ITEM
1	Hi Potion
2	Phoenix Down
3	Hi Potion
4	X-Potion

STAGE MISSION 3

SUMMARY

Defeat all the enemies on the central pillar!

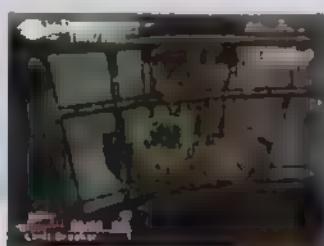
S	A	B	C	D
8	7-6	5-4	3-2	<1

You've reached the area where Cait Sith had to sneak past the DG Soldiers. This means Vincent is getting close to reaching the core! If only there were just a couple of DG Soldiers to get past this time! The central pillar is ringed with some of the baddest boys in the Deepground army.

MISSION 3-1

ENEMY	QUANTITY	MISSION NOTE
Heavy Armored Soldier B	4	4 Enemies
DG Elite	4	4 Enemies
Red Saucer	1	1 Enemy

From the starting point, use the Cerberus or Hydra to target the enormous stack of crates and explosive barrels on top of the central pillar. Many of the barrels will fail to explode and, instead, fall onto the platform where the enemies are standing.



Move forward while firing at the barrels to detonate them right on top of the enemies. This is a great way to complete the mission quickly and without much risk for danger. Not to mention it builds up an impressive Killchain in no time at all! Use the Cerberus from the pillar to the east to finish off any stragglers, but keep an eye out for the Red Saucer that will originate from where Cait Sith entered this section. Note that a lone Red Saucer will continue to appear as long as you remain in the room.



MAKO REACTOR ZERO 6



MEMORY CAPSULE #77

The Memory Capsule is behind a screen in the center of the room where the DG Soldier pushed the gun turret into place. You can shoot it from almost anywhere in the room.

STAGE MISSION 4

SUMMARY

Eliminate the Gargoyles #3.

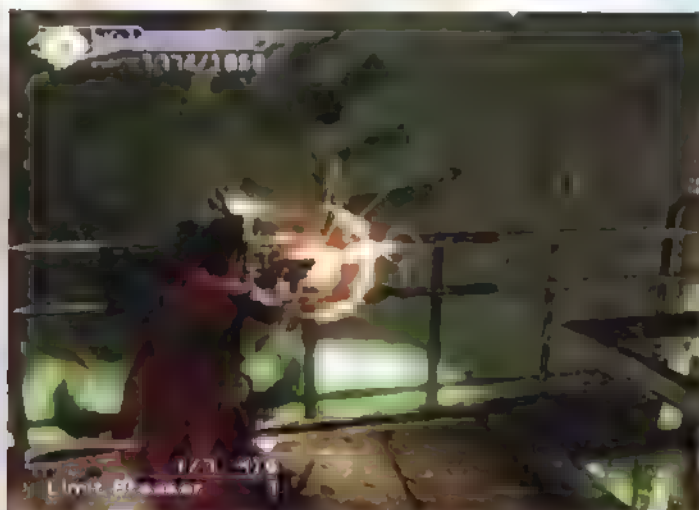
S	A	B	C	D
9	87	65	43	<2

This is the final mission against the Gargoyles and this time there are nine of them to eliminate. Although it's not necessary, this is a good mission to consider using the gun turret as long as you only pull the trigger when there's a Gargoyle in your sights

MISSION 4-1

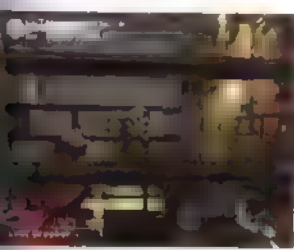
ENEMY	QUANTITY	MISSION NOTE
Gargoyles	9	9 Gargoyles

The nine Gargoyles primarily fly together in a circular pattern around the large sphere in the center of the area. Use the Hydra to shoot the Gargoyles as they approach from the right, then switch to the Cerberus and stand on the stairs to see over the handrail better. Just listen for the sounds of their sonic attack and quickly sidestep their attack to stay healthy. Move back and forth between the starting point and the staircase and, if necessary, make a dash for the gun turret in the middle of the walkway



ENEMY	QUANTITY
DG Elite	1
DG Soldier	1
Heavy Armored Soldier B	2

A DG Elite attacks Vincent at close range on the east side of the room while a DG Soldier struggles to push a gun turret into place from the west. Conserve MP and Limit Breakers and attack the DG Elite with melee combos. Equip the Power Cross for an added boost to Vincent's blows and constantly tap the Circle button each time the DG Elite stands back up.



Use the Cardkey to lower the barricade and immediately shoulder the Hydra and take cover just south of the corner in the walkway. There is little opportunity to snipe the DG Soldier before he hops into the gun turret, so it's best not to try. Instead, take cover and wait for the DG Soldier to temporarily stop firing. Lean out from behind cover and put a couple of bullets into his head.



Mounting the gun turret causes the barricades in the room to rise and two Heavy Armored Soldier B units to appear. You must defeat these enemies to retrieve the Cardkey they carry and then proceed. Hop into the gun turret and open fire on the pair of lumbering giants as they come into view. Fire whenever the reticule is red and watch to see when they fall and when they stand back up.



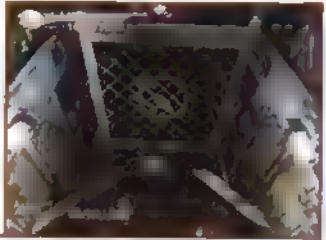
MAKO REACTOR ZERO 7



MEMORY CAPSULE #78
Defeat the group of Bizarre Bugs and look for the Memory Capsule above the mesh ceiling. It's behind the pipe on the west side of the room.



MEMORY CAPSULE #79
Rise the platform upward while facing south and look inside the ventilation shaft on the generator below. It's a tricky shot due to the rotating platform and shallow angle, but you must shoot the Memory Capsule from above the platform.



MEMORY CAPSULE #80
The Memory Capsule is directly above the briefcases in the corridor following the room with the large piston that rises up and down.

Treasure Legend

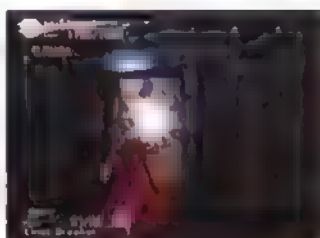
#	ITEM
1	G Report
2	Machine Gun Bullets x80
3	Handgun Bullets x51
4	Rifle Bullets x20
5	Hi Potion

BATTLE

A

ENEMY	QUANTITY
DG Elite	3
Bizarre Bug	2

Open the door to this area and launch two Fire Materia Shots at the three DG Elites standing on the other side. Continue through the door and shoot the two Bizarre Bugs down from the ventilation duct near the ceiling. It's better to trigger their fall intentionally, than to have them drop on top of Vincent!



BATTLE

C

ENEMY	QUANTITY
Bizarre Bug	8

Enter the next room to get the Bizarre Bugs' attention and backpedal through the narrow entryway while firing the Griffon. The Bizarre Bugs can only squeeze through the doorway one at a time, which makes it very easy to keep them at bay. Whenever the gun needs reloading, step forward and hit them with a melee combo. If Vincent gets surrounded by Bizarre Bugs, a quick double jump and Thunder Materia blast will see him out of trouble.



BATTLE

B

ENEMY	QUANTITY
DG Elite	4

The Mako Point in the previous hallway was a lifesaver! This corridor contains a mesh walkway directly overhead and a group of DG Elites are shooting an endless stream of bullets straight down at the floor below. The best way to pass is to use Thunder Materia (or a Limit Breaker) and zap the DG Elites from below. Although Vincent can destroy all four of the DG Elites, it will likely cost a lot of MP to do so. Instead, fire enough Thunder Materia shots to create an opening in their machine gun fire and make a swift run for the other side!



BATTLE

D

ENEMY	QUANTITY
DG Elite	3 (endless)
Bizarre Bug	2

Gather up the mako available in this room and use Thunder Materia shots or a Limit Breaker to knock down the DG Elites from the pipes overhead. Although they will continue to employ their magical shields on the floor of the room, unleash a series of melee attacks to finish them.



The doors on the second level of this room will continue to open and allow more DG Elites to enter (usually just two at a time) the entire time that Vincent is in this room. How long you stay depends on how badly you want the Memory Capsule and G Report that are located here.

The final G Report diskette is located atop a pipe in the northwest corner of this room. To get it, hop onto the rising platform in the center of the room and double jump onto the large pipe running the length of the eastern side of the room. Tiptoe across the smaller pipe to the western side of the room and grab the G Report in the corner. With all three of them collected, players will be treated to a special secret ending after the credits roll. Stay tuned.



G REPORT #3

DRAGONFLY PT

WEAPON FRAME BARREL SCOPE OPTION ACCESSORY BULLETS

1	2	3
M Cerberus γ	S Hydra	P Griffin β
Master M Barrel	Long Barrel γ	Master M Barrel
N/A	N/A	N/A
Power Booster γ	Gravity Floater	Power Booster γ
Cerberus Relief β	Cerberus Relief β	Cerberus Relief β
Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE DAMAGE WHEN USED

Machine Gun	Missiles
8	250
Throughout entire battle	Throughout entire battle



Vincent's trek across the bridge isn't without incident. Another Dragonfly is primed for an attack and this time it's smarter! Not only does its pilot display more sophisticated attack tactics, but Deepground is also going to utilize several Gargoyles and a Red Saucer to make matters more difficult.

The Dragonfly PT begins the battle by swooping past Vincent at a low altitude, thereby giving Vincent an opportunity to fire at it. Use the Griffin and keep the trigger depressed the entire time the Dragonfly PT is in your sights. Aim for the nose cone for Critical Hits, but most of all, just keep firing and watch the damage accumulate!



Watch as the Dragonfly PT drops off a Red Saucer and Gargoyles start to fly by overhead. The Red Saucer is actually a mixed blessing, as it will yield ammunition when destroyed. The Gargoyles, however, are a bit trickier to handle. Although they only fly along the outer edge of the area, they will dive-bomb Vincent on occasion. That said, you can shoot them down onto the bridge and finish them off. This will yield occasional items, as well as an extra Make Point.

The Dragonfly PT will then move over to the far side of the large central structure. The Dragonfly PT isn't just hiding over there, though; it will repeatedly swoop wide enough to launch a pair of homing missiles at Vincent while remaining out of reach. Listen for the incoming sounds of the missiles and step behind one of the taller pillars on the side of the bridge for cover.

This battle will take several minutes to finish due to the Dragonfly PT's incredible durability, but as long as you continue to empty a magazine on it with the Griffin each time it comes near, you'll win.

SHIPE THE GARGOYLE



Using the Griffin, aim for the Gargoyle's head and body. The Gargoyle will fly in a circular pattern around the bridge, so keep it in your sights at all times. The Gargoyle will also drop items when destroyed.

INSIDE MAKO REACTOR ZERO

Mako Reactor Zero 7



BATTLE		
A	ENEMY	QUANTITY
	DG Elite	5

Enter the corridor leading to the Mako Reactor Core and rush after the lone DG Elite. Have a blast of Thunder Materia ready as Vincent will soon approach four more DG Elites. Use the shop and prepare for battle!

ARACHNERO

WEAPON	1	2	3
FRAME	M Cerberus Y	S Hydra	P Griffin B
BARREL	Master N Barrel	Master N Barrel	Master N Barrel
SCOPE	N/A	N/A	N/A
OPTION	Power Booster B	Power Booster B	Power Booster B
ACCESSORY	Cerberus Relief B	Cerberus Relief B	Cerberus Relief B
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE	Laser Beam	Fireballs	Flame Streak
DAMAGE	600	180	150
WHEN USED	Throughout entire battle.	Throughout entire battle.	Throughout entire battle.

Now is back and now that he knows a bit more about Vincent and Chaos, he is prepared to win the battle for Weiss. More transforms into a giant spider-like creature that hangs upside down from a giant rock. You can use a half-circle of tilted and cracked walkway for cover and to dodge Arachnero's attacks.

Arachnero spends much of the battle hanging upside-down behind a protective magical shield that cannot be penetrated as long as its soul lasers are operational. Watch for the purple prisms to turn into a small orb. This is their preparation to fire a deadly laser beam attack. Better yet, shoot the orb three or four times while it forms to destroy it.



After destroying the first batch of soul orbs, Vincent will have a chance to target the very top of Arachnero, where he is connected with the giant rock in the sky. Continue to fire at him while dodging fireballs. If you work quickly, he can shatter the protective shield and actually inflict some damage.

The intensity of the fireball attack and chasing flames will increase as Arachnero draws more protective prisms from below and raises his shield again. Repeat the earlier process of shooting and destroying the prisms as they turn into dark purple orbs and, once they are

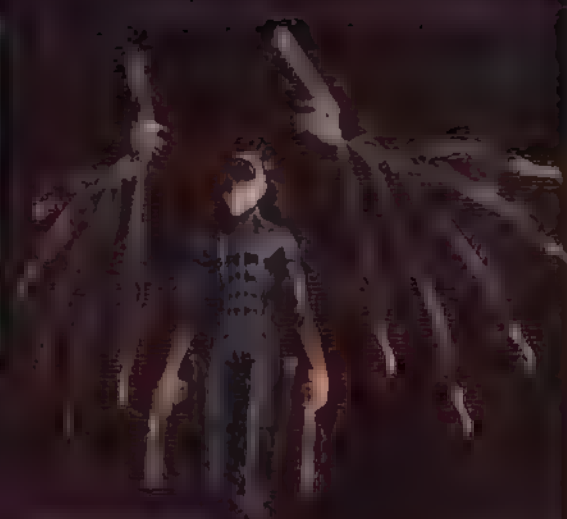
destroyed, focus on shooting Arachnero until the shield breaks. This battle will end dramatically once Arachnero is reduced to 40% of his total HP. You can even shatter the boss's protective shield without having to destroy all of the soul lasers. Try using a powered-up Cerberus or—better yet—the Ultima Weapon, if it's available.



GORGONERO

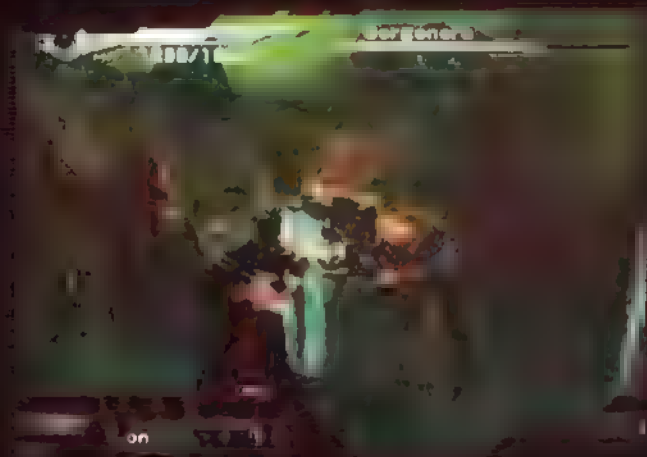
WEAPON	1	2	3
FRAME	M Cerberus Y	S Hydra	P Griffin (3)
BARREL	Master N Barrel	Master N Barrel	Master N Barrel
SCOPE	N/A	N/A	N/A
OPTION	Power Booster (3)	Power Booster (3)	Power Booster (3)
ACCESSORY	Cerberus Relief (3)	Cerberus Relief (3)	Power Cross
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets

TYPE	Machine Gun	Wing Slash
DAMAGE	30	20x10
WHEN USED	Throughout entire battle	Throughout entire battle



Here has changed forms back to his normal self, having flown high into the air in a series of floating boulders. There is nowhere for Vincent to go, but to stop left and right on his personal rock porch. Vincent cannot jump to other rock ledges.

Gorgonero spends the entire battle disappearing and reappearing as a black cloud on any of the rock boulders in the sky. Scan the area for his reappearance and fire the sights of the Hydra or Cerberus on his location. Although Gorgonero will immediately fire his machine guns at Vincent when he emerges from the cloud, it's imperative to shoot back. There is plenty of time to land one shot with the Hydra and it will do significant damage. As for Gorgonero's machine guns, just ignore them. The shots do no damage when the Cerberus Relief is equipped and there are always Potions to use if the need arises.



Gorgonero sticks mostly to the rocky ledges, but he will occasionally reappear next to Vincent. This is the best-kept secret, as it gives Vincent a chance to switch to a weapon equipped with the Power Cross and unleash a fury of melee combination attacks! Just make sure to start the combination quickly, or else Gorgonero will attack with his spinning wing slash.

MAKO REACTOR ZERO, CORE 1



Treasure Legend

#	ITEM
0	5000 gil

Vincent is close to reaching the Mako Reactor Zero Core, but he still has one more area to cross. Talk to Yuffie to make sure she's okay and use the shop in the corner to buy a full complement of Handgun Bullets.

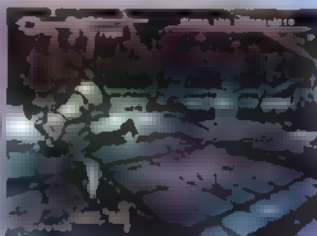
MORE TO COME...

MAKO REACTOR ZERO, CORE 2



WEISS THE IMMACULATE

Vincent is no match for Weiss the Immaculate, so don't bother trying to defeat him. It's impossible. Just take your beating and don't waste any ammunition. Also don't worry about the Phoenix Down being triggered, as it won't happen.



WEISS EMPOWERED

WEAPON	1	2	3
FRAME	M Cerberus 7	S Hydra	P Griffon 3
BARREL	Master H Barrel	Master H Barrel	Master H Barrel
SCOPE	N/A	N/A	N/A
OPTION	Power Booster 3	Power Booster 3	Power Booster 3
ACCESSORY	Cerberus Relief 3	Cerberus Relief 3	Power Cross
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets



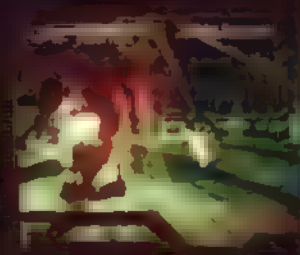
TYPE	Machine Gun	Sword Slash	Ground Shockwave	Streaking Swords	Homing Energy Blasts	Sword Combo Slash
DAMAGE	105	192	390	260	120	160x10
WHEN USED	Throughout entire battle	Throughout entire battle	Only after receiving 30% damage.	Only after receiving 15% damage.	Only after receiving 40% damage.	Only after receiving 75% damage.

The large core interior of Make Reactor Zero affords plenty of room to outmaneuver Weiss the Empowered, and also several tanks to hide behind. There is a shop in the corner of the arena, if the need comes into play.

Weiss the Empowered begins the battle by relying solely on his machine guns and the occasional sword slash. Try to keep a safe distance from Weiss and quickly damage him with repeated shots from the Cerberus. Weiss will frequently stop moving and begin twirling his swords in the air. Don't shoot him at this time, as he'll block the bullets. Instead, watch him closely as this sword twirl is a precursor to an upcoming attack. Whether it is machine gun fire or a zigzag rush with his sword, Weiss will always pause and twirl his swords first.



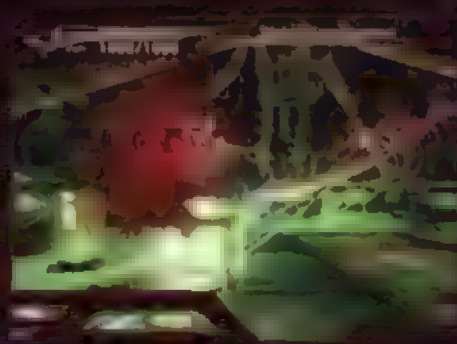
You will spend much of this battle on the run, forever circle-strafing around Weiss and keeping him as far away as possible. Eventually, Weiss will add a new attack to his battle plans. Watch for him to twirl his swords, then quickly slash at an angle downward with each sword. This causes two very quick energy blades to streak across the floor in a straight line toward Vincent. Stay in one place just long enough to see Weiss's arm motion, then quickly double jump to avoid it.



Weiss will eventually loop to the center of the core and use the powers flowing through the Mako Reactor to attack with a series of homing energy projectiles. Move to one side of the arena as soon as he loops to the control area and hold your fire—he can't be harmed at this time. As soon as the four energy blasts appear, start running to the side and double jump back in the direction from where you were standing to dodge the shots.



Much of the battle consists of Vincent constantly shaking Weiss in the head, with pauses to identify which attack Weiss will use next. Another one of his attacks involves leaping straight into the air and slamming the ground with enough force to create a massive shockwave.



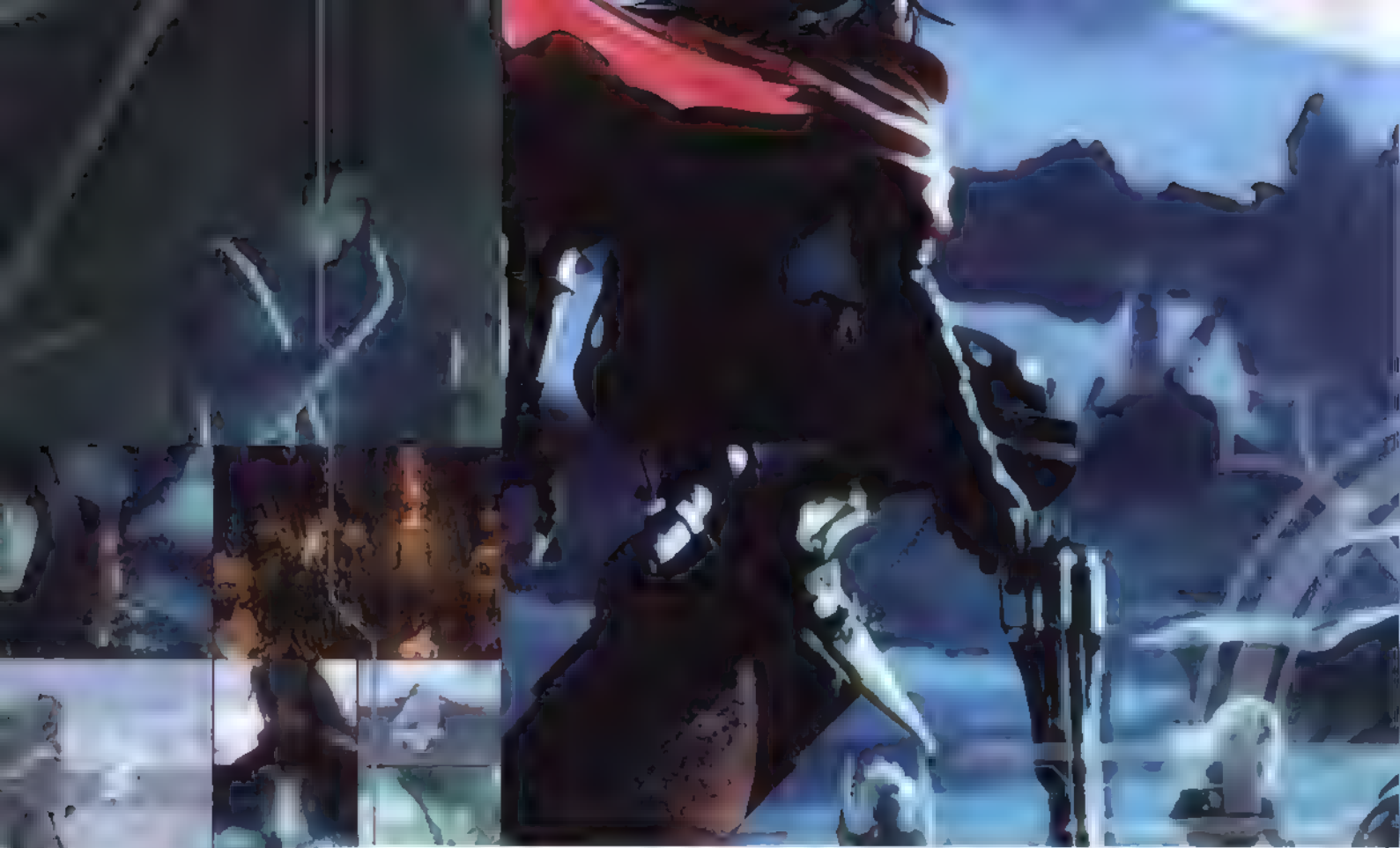
By far the most lethal of Weiss's attacks occurs when he is starting to taste the sourness of defeat. He'll quickly dash toward Vincent and attack with a 18-slash combination attack that will essentially leave Vincent for dead. It becomes even more important to maintain a safe distance between Vincent and Weiss once Weiss is below 25% of his HP.

Now you use the Experience you earned at this stage of the game in an individual decision. If you're comfortable with Vincent's maximum HP levels and his DEF rating and want to further upgrade some weapons (although you won't necessarily use them... hint, hint), then convert the Experience to gil. Otherwise, level up and enjoy the weapons you have.



BEGINNINGS WRAP-UP

11 - BEGINNINGS



12-1

OMEGA AND CHAOS

Now Enemies Encountered

OMEGA BUD

ENEMY
ANALYSIS

This hovering, four-petal flower bud opens up and fires a powerful laser that can track after Vincent as he moves. Fortunately, it's not very fast and cannot aim directly beneath itself.

OMEGA LEAF

ENEMY
ANALYSIS

Fires projectiles while hovering just above the ground. It will suddenly appear out of thin air and attempt to capture Vincent in its leaves at a close range.

Banking Summary

The two categories that will likely keep many players from obtaining an S-rank are Critical Hits and Magic Cured. This is a by-product of using the Death Penalty—the very thing that is so effective that it all but guarantees perfect scores in the other categories! Consider using the Carbuncle weapon when shooting the Omega Buds atop the pipe to rack up a few Critical Hits. Similarly, fire off one or two Meteor Shots with one of the traditional weapons, particularly during the battle on the helipad.

ABOVE MIDGAR 1

START

A

Treasure Legend

#	ITEM
1	Elixir

1

B

C



MEMORY CAPSULE #81

Drop into the tunnel and turn back to the north. The Memory Capsule is in the northern section of tunnel that is inaccessible. Use the Hydra to snipe it.



MEMORY CAPSULE #82

This Memory Capsule only appears after you have completed the game with all three G Report files. Stand on the edge of the tunnel, right before the hole where Vincent would drop into it, and snipe the Memory Capsule floating in the sky to the southeast. It's just to the right of the small floating pieces of diamond-shaped rocks.

Above Midgar 2

Those who played *FINAL FANTASY VII* may recall that Vincent's ultimate weapon was the Death Penalty. Well, Vincent has that weapon back in his possession for these final two chapters! The Death Penalty has maxed out statistics and delivers a consistent 1000 in 2000 HP worth of damage!

GETTING THE DEATH PENALTY

Chapter Ranking

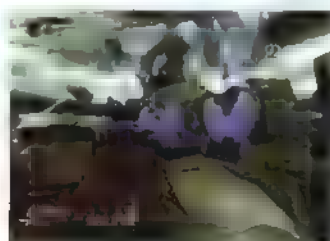
CATEGORY	S	A	B	C	D
Targets Eliminated	>75	74-70	69-50	49-30	<30
Accuracy Rate	>80%	79% 70%	69% 60%	59% 40%	<40%
Damage Sustained	<3000	3001 3600	3601 5000	5001 6500	>6500
Enemy Hits	>10	9-6	5-4	3-1	<1
Alphas	>50	49-45	44-30	29-15	<15
Items Used	<2	3-4	5-6	7-8	>8
Magic Casted	>5	4	3-2	1	0
Items Consumed	N/A	N/A	N/A	N/A	N/A
Times KO'd	0	1	2	3	>4
Completion Time	<15:00	15:01 16:10	16:11 18:20	18:21 25:00	>25:00

ABOVE MIDGAR 2

BATTLE A

ENEMY	QUANTITY
Omega Bud	7
Omega Leaf	3

Vincent begins on a lengthy narrow pathway high in the sky. Use the Death Penalty to blast the Omega Buds as soon as they appear and proceed to the metal sheeting. An Omega Leaf appears at the top of the rise, so be ready to fire at it right away. Collect the Blixir on the right and continue down to the large concrete tube where there will be more Omega Leaves waiting.



BATTLE B

ENEMY	QUANTITY
Omega Bud	4
Omega Leaf	2



Slowly approach the large, cracked pipe to draw the Omega Buds out of hiding. Stand back and shoot each enemy atop the pipe with the Death Penalty weapon. A pair of Omega Leaves will appear after the Omega Buds have been destroyed, so don't go anywhere

just yet. After defeating them, continue past the pipe and drop into the tunnel on the far side

BATTLE C

ENEMY	QUANTITY
Omega Leaf	2

Exit the tunnel via the hole to the right and climb the wreckage to continue to the south. Shoot the Omega Leaves upon exiting the tunnel and travel back up onto the main path in the center

Treasure Legend

#	ITEM
1	Omega Report
2	Omega Report



BATTLE A

ENEMY	QUANTITY
Omega Leaf	2

After reaching the structure in the sky, head to the west and immediately move toward the handrail. Two Omega Leaves will appear at close range, but this location prevents Vincent from being surrounded by them.



BATTLE B

ENEMY	QUANTITY
Omega Bud	5
Omega Leaf	4



Climb the stairs while reloading the Death Penalty and prepare to fire at the two Omega Leaves to the south. Proceed around the corner while looking through the fence for enemies, as well as the location of the Omega Report diskette. Loop around to the clearing and

Killchain the Omega Buds floating about the area. Collect the Omega Report and then head toward the staircase on the right.

INSIDE OMEGA

BATTLE

C

ENEMY	QUANTITY
Omega Leaf	4

Climb the stairs to the upper walkway and cut down the four Omega Leaves located there. Cross the bridge toward the water tower and loop in a clockwise direction past the stairs to get the final Omega Report.

BATTLE

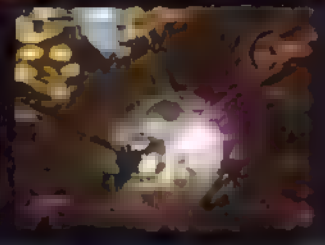
D

ENEMY	QUANTITY
Omega Bud	12

Climb the stairs to the helipad and immediately begin circle-rafting around the perimeter while firing at the Omega Buds. There are a dozen of them and they'll open their petals and begin firing fairly quickly so don't delay. Those looking to get an S-rank and need to use some magic should consider firing a Level 3 Thunder Materia Shot.



With the destruction of Mako Reactor Zero, Vincent is ready to do his part in saving the world. As he flies into the body of Omega, Vincent must shoot a number of Omega Buds. He won't take any damage in this section while he glides around obstacles, so shoot the Omega Buds as they zip past.



TUNNEL FLYING

Vincent eventually comes to a blockage in the tunnel that forces him to stand his ground against over a dozen Omega Buds. Strafe back and forth while firing the Death Penalty weapon of the Omega Buds to kill them as many as possible. The barriers blocking Vincent's progress will shatter after destroying all of the Omega Buds.



BREAK ON THROUGH

After the tunnel-like passages within Omega, Vincent lands at the base of a tall structure. Follow the spiraling pathway up to the very top. A number of Omega Buds and Omega Leaves defend the route, so keep the Death Penalty loaded and ready. The path crosses over the central stalk of this vine-like growth. As long as Vincent is still heading upwards, he's on the right track. Step into the light at the top but don't let the sounds of the screaming souls get you down.



THE UPWARD SPIRAL

UPPER OMEGA

Vincent will touch down on a path paved with mako and five Omega Buds will float in to serve as a last defense before the ultimate destination. Go around the short bend in the path while firing the Death Penalty to any Omega Buds that appear.



A SHORT WALK

Unless Vincent has achieved a very high level and you're specifically trying to purchase some particular weapons modifications (such as the Ultima Weapon), choose to add the Experience to Vincent's total and Level up. The extra DEF and HP will come in handy during the upcoming battles. If you saved Limit Breakers, you can use them in the final battle to boost your stats and firing speed.



FINAL BATTLE

12-1 - OMEGA AND CHIMERA

12-2

A FINALE CHAOTIC

Ranking Summary

You won't receive a Stage Results screen at the conclusion of this chapter, unlike the previous ones. Instead, a listing of cumulative stats and ranks for the entire game is shown. Nevertheless, we included the rankings breakdown for this individual chapter. Do you have what it takes to earn an S-rank in Damage Sustained in this chapter? If so, the rest will come easy.

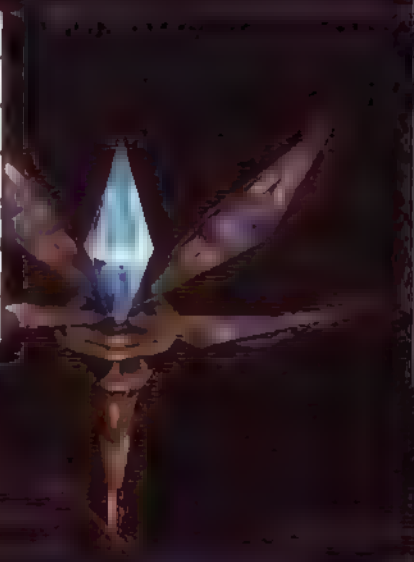
Chapter Ranking

CATEGORY	S	A	B	C	D
Targets Eliminated	>80	79-50	49-20	29-20	<20
Accuracy Rate	>70%	69%-60%	59%-50%	49%-30%	<30%
Damage Sustained	<50	51-100	101-1000	1001-2000	>2000
Critical Hits	>20	19-10	9-5	4-1	0
Kilichains	>20	19-15	14-10	9-5	<5
Items Used	<2	3-4	5-6	7-8	>8
Magix Casted	>5	4	3-2	1	0
Mako Collected	N/A	N/A	N/A	N/A	N/A
Times KO'd	0	1	2	3	>4
Completion Time	<15:00	15:01-20:00	20:01-30:00	30:01-50:00	>50:00

CRYSTAL FEELERS

WEAPON	1	2	3	4
FRAME	M Cerberus V	S Hydra	P Griffon (3)	Death Penalty
BARREL	Master H Barrel	Long Barrel V	Master H Barrel	N/A
SCOPE	N/A	N/A	N/A	N/A
OPTION	Power Booster (3)	Gravity Floater	Power Booster (3)	N/A
ACCESSORY	Cerberus Relief (3)	Cerberus Relief (3)	Cerberus Relief (3)	N/A
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets	Death Penalty Bullets

TYPE	N/A
DAMAGE	N/A
WHEN USED	N/A



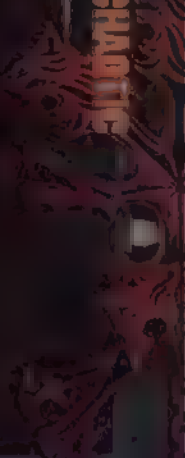
Vincent must destroy the six Crystal Feelers protruding from the cloud surface in the sky. The horizon stretches for miles and the only threat to Vincent is a never-ending supply of Omega Buds.

The Crystal Feelers open one at a time for roughly 10 seconds to soak in the life stream. Use this opportunity to rush toward the opened Crystal Feeler and destroy it with a series of melee attacks. The Crystal Feeler has no defenses other than its impenetrable flower petal shell, but gunfire causes no damage to it.



Destroy the Omega Buds as they appear. This not only minimizes the risk to Vincent, but it also keeps the Killchain going and yields numerous items, including Death Penalty Bullets! Continue traveling between the Crystal Feelers watching for one of them to open, and destroy it with melee attacks. Keep this up until you destroy all six Crystal Feelers.

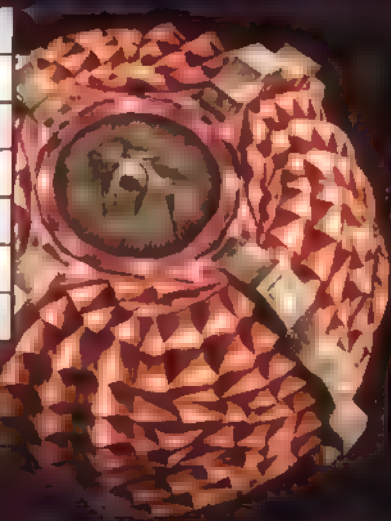
12-2 - A FINAL CHAOTIC



OMEGA COCOON

WEAPON	1	2	3	4
FRAME	M Cerberus γ	S Hydra	P Griffin β	Death Penalty
BARREL	Master M Barrel	Long Barrel γ	Master M Barrel	N/A
SCOPE	N/A	N/A	N/A	N/A
OPTION	Power Booster β	Gravity Floater	Power Booster β	N/A
ACCESSORY	Cerberus Relief β	Cerberus Relief β	Cerberus Relief β	N/A
BULLETS	Handgun Bullets	Rifle Bullets	Machine Gun Bullets	Death Penalty Bullets

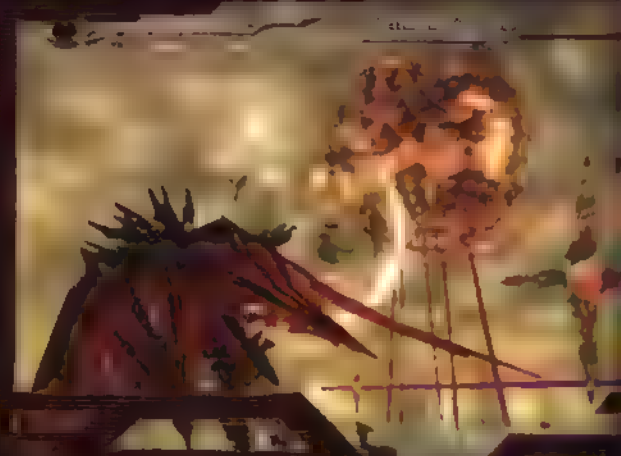
TYPE	N/A
DAMAGE	N/A
WHEN USED	N/A



Like the previous battle, the Omega Cocoon has no defenses other than its Omega Buds. The difference this time is that semi-transparent blocks rise and fall from the ground, occasionally blocking Vincent's path.

There are more Omega Buds in this area and Vincent's movement range is limited, but this battle is a bit easier. Continue to circle around the Omega Cocoon while hitting continuously on it to quickly whittle away its HP.

The Omega Buds waste no time in firing at Vincent, so shoot a Death Penalty shot whenever an Omega Bud enters Vincent's field of vision. Otherwise, just focus on strafing around the periphery of the area while firing at the Omega Cocoon. The battle ends when the Omega Cocoon has approximately 20% of its total HP.



MEGA WEISS

WEAPON FRAME BARREL SCOPE OPTION ACCESSORY BULLETS

1	2	3	4
M Cerberus V	S Hydra	P Griffin β	Death Penalty
Master M Barrel	Master M Barrel	Master M Barrel	N/A
N/A	N/A	N/A	N/A
Power Booster β	Power Booster β	Power Booster β	N/A
Cerberus Relief β	Cerberus Relief β	Power Cross	N/A
Handgun Bullets	Rifle Bullets	Machine Gun Bullets	Death Penalty Bullets

TYPE DAMAGE WHEN USED

Homing Projectiles	Claw Swipe Combo	Hand Slam	Meteor	Weiss Sword Slash	Weiss Attack Combo	Crystal Cubes
90	200, 400	400	2000	400	400, 100, 200	100
Throughout entire battle	Throughout entire battle	Throughout entire battle	Throughout entire battle	Throughout entire battle	Throughout entire battle	Throughout entire battle

Omega Weiss has three main stages to his attacks, which become increasingly more deadly as the battle goes on. This is the very last battle, so give it everything you have!

Start the battle by firing at the chest of Omega Weiss. A direct hit to the body delivers double damage, resulting in a blow of 2,000 to 3,000 HP! Run in a wide circular pattern while firing Death Penalty Bullets at him as fast as possible.



Eventually Omega Weiss will launch his own attacks. For starters, he'll fire a number of purple homing projectiles. The projectiles emerge from Omega Weiss's head and arc down toward Vincent. Stay on the move and, if possible, take cover behind one of the blue blocks that rise up.

Omega Weiss will also slam one of his giant hands down on the ground. Although this will cause a ton of damage if the hand hits Vincent, the force of the slam also causes a small shockwave. Double jump over the spreading shockwave to avoid being thrown backwards and knocked to the ground.

Omega Weiss will occasionally coil up into an impenetrable cone-shaped being that floats above the ground. Use this time to reload your weapon and take a breather, as there is nothing to do in time at this time.

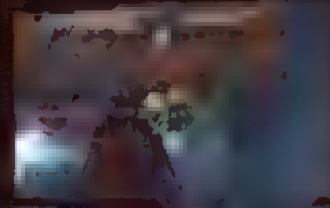


One of the Omega Weiss's more unexpected attacks involves the creation of a series of cubes that float in the air. When they appear, start shooting them as they will later career across the arena toward Vincent, causing moderate damage. It's important to shoot the cubes quickly because Weiss is on his way for a ground attack! Yes, that Weiss!



12-2: A FINAL CHAOTIC

OMEGA WEISS (CONT.)



Weiss leaps from his throne in the chest of Omega Weiss and attacks us with his two swords. At this stage, it's best to fire round after round at the ghostly Weiss. The ghostly form only remains outside of Omega Weiss for as long as the cubes are still intact. However, this means that if Vincent fails to destroy all of the cubes, they will fly into him while he's trying to battle Weiss. This is why it's important to eliminate the blue floating cubes as soon as possible.

Omega Weiss also has an absolutely devastating, god-like attack that he will unleash once he's low on HP. Watch for him to fly into the sky and start to glow orange and red. This indicates that he is warning up his massive fireball attack. The molten sphere will fly across the arena and erupt in a gigantic explosion that can deliver up to 7,000 HP worth of damage to Vincent if he's near it. Vincent can run to the right side of the map and jump onto one of the rising blue blocks. Stay as far as possible until the giant fireball lands and he should be able to come out unscathed.



Continue firing at Omega Weiss with the Death Penalty until he falls in defeat. Although Omega Weiss will start to glow red and increase the frequency and intensity of his attacks later in the battle, the previously mentioned tactics still work. Stay on the move, continue firing with the Death Penalty, and use the blue blocks to take cover from the projectile attacks.



Congratulations on reaching the end of the game! Make sure you watch past the end credits and, if you found all of the G Reports, continue watching past the screen that says "The End".

THE FINAL CHAOTIC WRAP-UP

Cumulative Ranking

CATEGORY	S	A	B	C	D
Targets Eliminated	>1280	1279-1090	1089-847	846-595	<585
Accuracy Rate	>67%	66%-57%	56%-46%	45%-29%	<29%
Damage Sustained	<65,560	65,561-83,100	83,101-105,300	105,301-129,500	>129,500
Critical Hits	>725	724-568	567-419	418-262	<262
Killchains	>790	789-645	644-490	489-310	<310
Items Used	<96	97-163	164-233	234-303	>303
Magic Casted	>103	102-77	76-51	50-27	<27
Mako Collected	>91%	90%-70%	69%-50%	49%-30%	30%
Times KO'd	0	1-13	14-26	27-39	>39
Completion Time	<6:31:20	6:31:21-7:54:30	7:54:31-9:43:20	9:43:21-11:55:00	>11:55:01

MEMORY CAPSULES

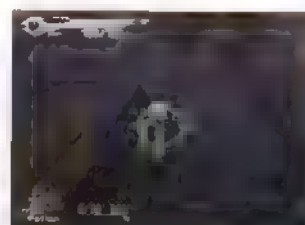
STORY MODE

Scattered throughout the main story mode of *Dirge of Cerberus: FINAL FANTASY VII* are 82 Memory Capsules. These multi-colored capsules are located in areas that Vincent cannot access physically—atop distant buildings, behind windows, in canyons, etc.—but he can shoot them. The game will automatically save when you shoot particular Memory Capsule for later. Once you complete the game, head to the “Event Viewer” area of the Extra Features Menu and watch each of the cinematics you unlocked. Each of the hundred-plus cinematics in the game’s story mode can be unlocked by shooting its corresponding Memory Capsule.

01 MAP KALM 1

The first of the Memory Capsules is located on the rooftop with the white stone chimneys in the center of the area. It can be shot from atop the northern wall while facing due south into the center of the area.

EVENT UNLOCKED Three Years Later



02 MAP KALM 2

This Memory Capsule is located behind a window on the second floor of a house across the street from the Mako Pool. It is behind the window just above the door of the second house before street angles to the northeast.

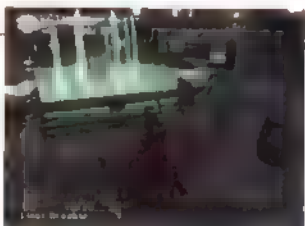
EVENT UNLOCKED Roscoe, Edge, and Conversation in the Shadowbox



03 MAP KALM 2, NORTH

Stand northeast side of the fountain and look between the gap between the wall of the fountain and the upper edge. The Memory Capsule can be seen sticking out of the water. If you're having trouble seeing it, try standing on the nearby barrel.

EVENT UNLOCKED What's Gung On? and Now Where am I Supposed to Meet Rebecca?



04 MAP KALM 2, NORTH

Head northwest away from the fountain to the barncode up ahead. After being prompted concerning the Cardkey mission, turn and shoot the Memory Capsule atop the wooden scaffolding high up on the nearby building to the south.

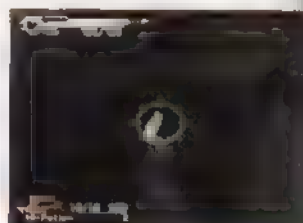
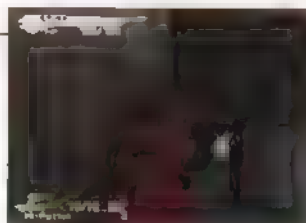
EVENT UNLOCKED "Ro" and "Dance of the Dragonfly"



05 MAP KALM 2, NORTH

Stand on the Mako Point at the base of the stairs and look beyond the crates and barrels to find another Memory Capsule. Shoot it before moving on.

EVENT UNLOCKED "DGS Rad" and "Dragonfly Destroyed"



06 MAP KALM 2, WEST

After talking with the WRO member, turn and face the northeast. The Memory Capsule is atop the platform above the building. It's near the guardrail and visible from the street where the Griffon is found.

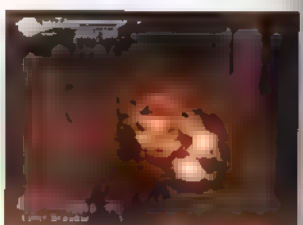
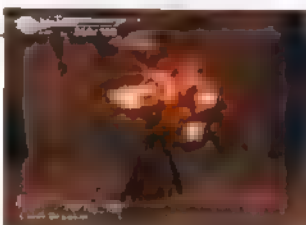
EVENT UNLOCKED "A Coat in Reeve's Clothing" and "Return of the Dragonfly"



07 MAP KALM 3, EAST

The Memory Capsule is beyond the fire burning in the alley leading north, near the two electromagnetic barncodes. This is the fiery area directly opposite the chainlink fence where the third Cardkey is located.

EVENT UNLOCKED "Enter Stevie" and "Remodeling"



08 MAP KALM 3, EAST

Leap to the ledge near the Mako Point where Vincent battled the sniping DG Soldiers and approach the briefcase to the south. The Memory Capsule is atop the roof of the building to the west.

EVENT UNLOCKED "Death of the Dragonfly" and "More to Come"



SHADOWFAX IN THE WASTELAND

09 WASTELAND 2

Peer over the edge near the ruined bridge and look in the water at the base of the waterfall to find the Memory Capsule. Shooting this particular Memory Capsule requires that you equip the Long Barrel for accuracy.



EVENT UNLOCKED Events Unlocked: Weiss's Invention and Grand Illusions

10 WASTELAND 2

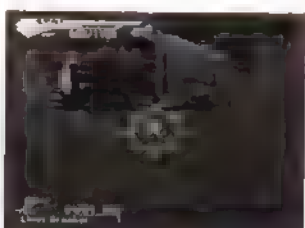
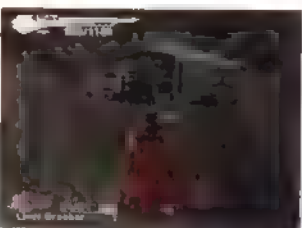
Cross the barren plain where the Shadowfax crash-landed to the northeast and look across the narrow chasm to the other rock ledge. The Memory Capsule is straight ahead and only a short distance out of reach.



EVENT UNLOCKED Events Unlocked: Vincent on the Roof and Dukes of Madag

11 WASTELAND 2

The final Memory Capsule in this chapter is located underneath the Shadowfax. Carefully circle around the truck to the front and look underneath the fuel tank to find it.



EVENT UNLOCKED Events Unlocked: More Than I Can Say for the Engine and Release the Hounds

EVENT EDGE

12 EDGE 3

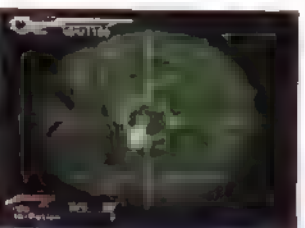
While on the upper walkway around the perimeter of the plaza, turn and look back to the east beyond the buildings. The Memory Capsule is atop a distant building beyond a visible Moko Point.



EVENT UNLOCKED Events Unlocked: Pegasus Riders: Gone Tomorrow and A Little More Amusing Than Last Time

13 EDGE 3

This Memory Capsule is atop the large structure in the center of the plaza. Shoot it from the upper walkway where Vincent first steps outside with the boy.



EVENT UNLOCKED Events Unlocked: Leader of the Pack and Pegasus Riders: Here Today

14

EDGE 3

Climb the ladder to the upper portion of the walkway while following the boy counter-clockwise around the plaza perimeter. Just beyond this ladder, turn and look to the north to find the Memory Capsule on a distant ledge.

EVENT UNLOCKED Events Unlocked: "I Went and Should Face to Face" and "One Last Breath"



15

EDGE 4, NORTH SIDE

Stand underneath the fire escape where the DG Sniper was located and look back to the northwest. The Memory Capsule is on top of the second floor beams in the corner of the building.

EVENT UNLOCKED Events Unlocked: "Survivor" and "A Boy, A Pen"

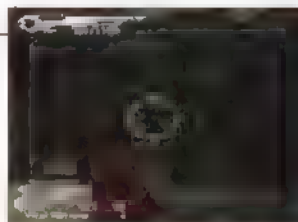


16

EDGE 4, NORTH SIDE

At the end of the road leading south, turn and approach the chain-link fence blocking the road to the east. The Memory Capsule is on the ground beyond the fence.

EVENT UNLOCKED Events Unlocked: "DG Sniper" and "Cry of the Heavy Armored Soldier"

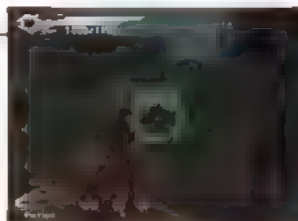


17

EDGE 4, SOUTH SIDE

Shoot the fourteenth DG Sniper and continue to aim from the elevated walkway of the area beyond the fencing. The Memory Capsule is on the ground to the right of the large container in the middle of the fenced-off area.

EVENT UNLOCKED Events Unlocked: "Fall of the Heavy Armored Soldier" and "Kosov versus Chaos"



18

EDGE 4, SOUTH SIDE

Open the door to the warehouse and slowly step inside a half-step. This creates an opportunity to shoot the Memory Capsule in the back right-hand corner of the warehouse rafters before beginning the boss battle.

EVENT UNLOCKED Events Unlocked: "Friend or Foe?" and "Unread - Gritto"



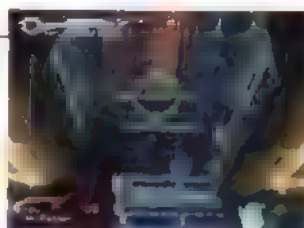
18 - HEADQUARTERS UNDER SIEGE

MAP

19

WRO HEADQUARTERS, 1F

Move to the northern edge of the first floor lobby near the lift and use the Hydra and Sniper Scope to shoot the Memory Capsule near the glass skylights high above. The Memory Capsule is at the southern end of the room.



EVENT UNLOCKED

Events Unlocked: Lightmare and We Came to the WRO

MAP

20

WRO HEADQUARTERS, BASEMENT 1

This Memory Capsule is in the northwest corner of the basement, located near the ceiling to the right of the three pipes.



EVENT UNLOCKED

Events Unlocked: Azula's Escape and Azula in the Sewers

MAP

21

WRO HEADQUARTERS, BASEMENT 1

Stand next to the final two WRO members and look to the ceiling southwest of their position. The Memory Capsule is on the large pipe, just below the ceiling.



EVENT UNLOCKED

Events Unlocked: A Request for Assistance and Shado's Moves

MAP

22

WRO HEADQUARTERS, BASEMENT 1

Take a few steps past the final barricade in the basement and turn around. The Memory Capsule is on the pipe on the north side of the hallway.



EVENT UNLOCKED

Events Unlocked: Take That! and Azula's Gun

19 - MANOR OF DESPAIR

MAP

23

NIBELHEIM SEWERS 1

At the entry point in the sewers, turn around to face the north. The Memory Capsule is beyond the grate just above the water's surface.



EVENT UNLOCKED

Events Unlocked: Ter-Yen's Reaction and Sweet Dreams, Shelke

24

MAP

NIBELHEIM SEWERS 2

Stand on the Mako Point near the ladder and look to the north. The Memory Capsule is on the large pipe near the ceiling. Shoot it through the gap between the two pipes

EVENT UNLOCKED

Events Unlocked: Azul Returns and Azul Defeated 2"



25

MAP

NIBELHEIM SEWERS 3

Stand in the center of the area where the Sahagin sprung their trap with the two barcodes and look up and to the east. The Memory Capsule is high above the ground, in the shaft rising up between the pipes. Step back to the west and aim under it to hit it

EVENT UNLOCKED

Events Unlocked: "Separate Paths" and "Sahagin Sewer"



26

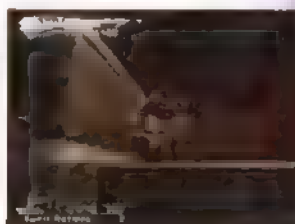
MAP

NIBELHEIM SEWERS 4

Duck underneath the garage door near the elevator and look to the ledge on the right. The Memory Capsule is atop a crate where the DG Soldiers appear

EVENT UNLOCKED

Events Unlocked: "Memories of Lucrecia" and "Cait Faring"



27

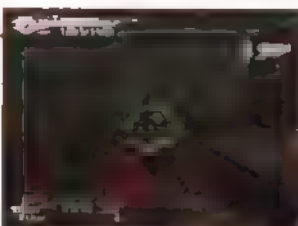
MAP

SHINRA MANOR BASEMENT 1

Enter the room to the east of the library and look underneath the toppled bookcase on the left. The Memory Capsule is propped up underneath the bottom of the bookshelf

EVENT UNLOCKED

Events Unlocked: "Sold Out" and "The Same Container I Saw in Kaimi"



28

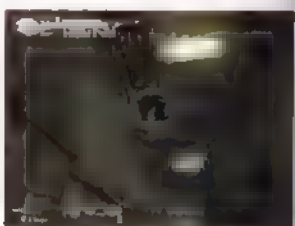
MAP

SHINRA MANOR BASEMENT 1

The Memory Capsule is in the ceiling ventilation directly to the left of the shelves on which the DG Soldier was perched

EVENT UNLOCKED

Events Unlocked: "My Brother, Omega" and "The Chronicles of Yore"



29

MAP

SHINRA MANOR SECOND FLOOR

Stand on the table near the window in the northeast corner of the second floor and look through the window. The Memory Capsule is on the ground outside the window

EVENT UNLOCKED

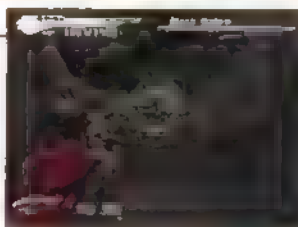
Events Unlocked: "Russo Returns" and "Black Widow"



30 SHINRA MANOR FIRST FLOOR 1

While in the large entrance room of the Manor, look straight up at the shattered dome skylight high above the floor. The Memory Capsule is on the edge of the broken skylight, shoot it with the Hydra.

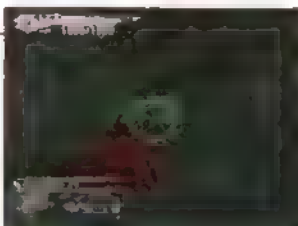
EVENT UNLOCKED Events Unlocked: The Beginning of the End and The Jenova Project



31 MOUNTAIN PASS

Follow the stream to the west past the crashed transport truck to where the fallen logs are located. The Memory Capsule is in the water, just beyond the logs.

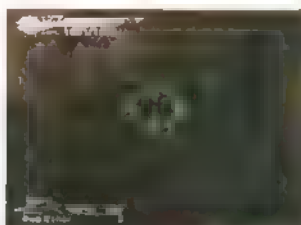
EVENT UNLOCKED Events Unlocked: The Only Son and Transformation into the Beast



32 MOUNTAIN PASS

This Memory Capsule is on the rock ledge on the inside of the bend in the southeast corner of the area. Wade across the small pond to get a close shot at it.

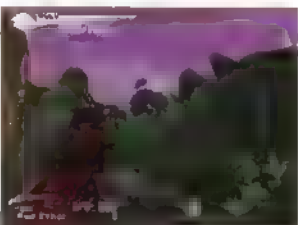
EVENT UNLOCKED Events Unlocked: I'm So Sorry and The One and Only Yuffie Knew



33 MOUNTAIN PASS

Stand near the ladder and look directly south. The Memory Capsule is on top of the tallest rock spire above the tents.

EVENT UNLOCKED Events Unlocked: Stay Alive and Shinra's G-Cards



34 MOUNTAIN PASS

Stand near the rusty barrels on the west side of the bridge entrance, just north of the gun turret. Use the Hydra to snipe the Memory Capsule near the base of the bridge support in the distance. You must aim through the tree and downwards at a low angle to hit it.

EVENT UNLOCKED Events Unlocked: Pain and Smiles From the Past



35

WRO CAUSEWAY

This Memory Capsule is on the southern side of the western bridge tower. Stand near the parked transport truck on the southern edge of the bridge and look for the Memory Capsule just below the red light.

EVENT UNLOCKED

Events Unlocked: Incoming Transmission and Web of the Black Widow II



36

WRO CAUSEWAY

Stand alongside the WRO members and look back to the south. This Memory Capsule is just below the red light on the eastern tower, directly south of Vincent's current position.

EVENT UNLOCKED

Events Unlocked: "Black Widow" Destroyed and "Goddamn Shit"



37

WRO CAUSEWAY

Exit the second maintenance corridor and move to the eastern side of the bridge, where it sticks out further than the rest. Look back to the south and use the Sniper Scope to find the Memory Capsule on the ledge on the hillside across the river.

EVENT UNLOCKED

Events Unlocked: The End of the WRO? and Who's Fault?



38

WRO HEADQUARTERS ENTRANCE 1

This Memory Capsule is on one of the small waterfalls on the western side of the plaza. Stand between the large machinery nearest the staircase and look atop the ledge in the waterfall.

EVENT UNLOCKED

Events Unlocked: Hey! I Overheard and Get In It



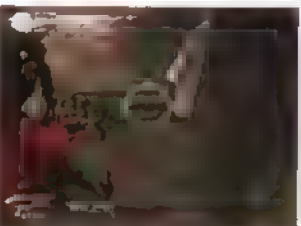
39

WRO HEADQUARTERS ENTRANCE 1

Stand near the machinery to the right of the large staircase and face the WRO Headquarters building to the north. The Memory Capsule is atop the roof, next to the search light.

EVENT UNLOCKED

Event Unlocked: Vincent! Long Time and Egg for Breakfast



40

WRO HEADQUARTERS

Stand near the rubble where the Heavy Armored Soldier B was located and look north. The Memory Capsule is atop what was previously one of the supports for the upper walkway.

EVENT UNLOCKED

Events Unlocked: A More Detailed Briefing and You Just Remind Me of Your Sister



7 - THE SHERIFF

There are no Memory Capsules in Chapter 7.

08-1 - MIDGAR ASSAULT

41 MAP TRAIN GRAVEYARD 1

This Memory Capsule is directly west of the lone WRO member who Vincent found cowering behind the crate. The Memory Capsule is on the ground between the containers.

EVENT UNLOCKED Events Unlocked: And the Meeting Begins and Cloud and Company



42 MAP TRAIN GRAVEYARD 2

After shooting all of the Red Saucers near the barricaded door, stand next to the barricade and look due west. The Memory Capsule is on the side of the containers in a small gap between them and the building.

EVENT UNLOCKED Events Unlocked: Synaptic Net Dive Start and The Cosmos



43 MAP TRAIN GRAVEYARD 2

Exit the office with the shop and use the Hydra to snipe the Memory Capsule on the northeast corner of the tower where the Snipers are located.

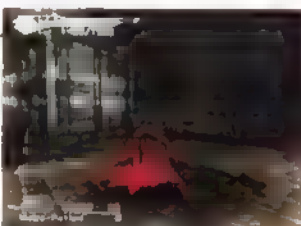
EVENT UNLOCKED Events Unlocked: Why Those Convinced and Searching for Someone You Care About



44 MAP TRAIN GRAVEYARD 2

Squat down on the northern side of the train car that Vincent can run through and look for the Memory Capsule underneath it. It is underneath the middle of the train car.

EVENT UNLOCKED Events Unlocked: Just the Old Time and The Attack of Water as Well



45 MAP TRAIN GRAVEYARD 3

Face the water tower from where the first two WRO members were located and look on the flatbed train car. The Memory Capsule is on this train car, underneath the passenger car heaped on top of it. It's just to the right of the barrels.

EVENT UNLOCKED Events Unlocked: Number Five's Move and Chaos Out of Control



46

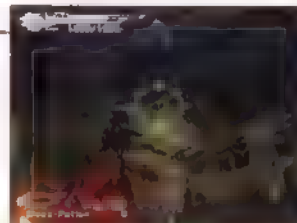
MAP

TRAIN GRAVEYARD 3

The Memory Capsule is on top of the peak of the building at the northern end of the rail yard. It's the taller of the buildings on this side of the area.

EVENT UNLOCKED

Events Unlocked: OK Dogs™ and Tweets in Waiting



47

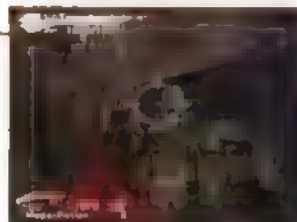
MAP

TRAIN GRAVEYARD 3

Walk up to the wall east of the water tower and use the Sniper Scope to spot the Memory Capsule on the southern edge of the tower.

EVENT UNLOCKED

Events Unlocked: Yell and the Boys™ and A Present from Stalko



48

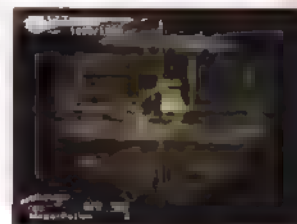
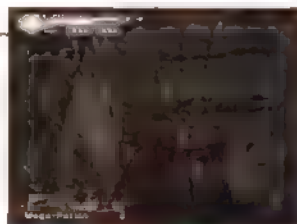
MAP

TRAIN GRAVEYARD 3

Stand near the northern exit to the train garage building and look directly south. The Memory Capsule is atop one of the ceiling catwalks, high above the train car.

EVENT UNLOCKED

Events Unlocked: Attack on Midgar™ and A Few Kicks off Target



49

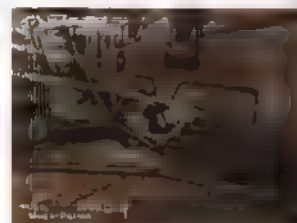
MAP

TRAIN GRAVEYARD 4

Approach the flaming container car and look underneath it. The Memory Capsule is behind the barrels beneath the center of the flaming train car.

EVENT UNLOCKED

Events Unlocked: WRD Squad Rendezvous™ and Let's Do It! Get on My Way



08-2 - FIGHT FOR THE CENTRAL COMPLEX

50

MAP

TRAIN GRAVEYARD 6

Turn around at the entry point of this area and face directly south. The Memory Capsule is atop the rafters far off in the distance.

EVENT UNLOCKED

Events Unlocked: Born in the Slums™ and WRD Commander



51 TRAIN GRAVEYARD 6

Crouch down partly into the doorway leading to the office and look underneath the derailed train car outside the office. Snipe the Memory Capsule between the brick wall and the train car.

EVENT UNLOCKED Events Unlocked: "A Lone Survivor" and "Fire From the Sky"



52 MIDGAR CENTRAL TOWER 2

The Memory Capsule is on the balcony in the southwest corner of the room. You can shoot it from the northern side of the large generator in the middle of the room.

EVENT UNLOCKED Event Unlocked: "Shrike Down" and "Final Confrontation with Rosso"



53 MIDGAR CENTRAL TOWER 4

Board the elevator at the northern end of the floor and ride it upwards. Turn away from the lift control buttons and aim the Cerberus at the wall on the other side. The Memory Capsule is sitting atop the third white light inside the elevator shaft. Continue riding the elevator up and down until you successfully shoot it.

EVENT UNLOCKED Events Unlocked: "Why They Call Me the Crimson" and "Rosso in the Moonlight"



54 MIDGAR CENTRAL TOWER, TOP FLOOR

Enter the large area to the south, where the boss fight is located, and immediately walk to the right and equip the Hydra. Use it to snipe the Memory Capsule atop the metal structure in the southwest corner of the area. Do this before approaching Rosso.

EVENT UNLOCKED Events Unlocked: "Visions of Jettreia" and "Nero Versus Shreke"



09 - AN EMPIRE IN RUINS

55 SHINRA BUILDING RUINS 1

Stand outside the windows to the left of the main entrance and use the Hydra to snipe the Memory Capsule on the floor inside the left-hand room. Shoot between the window frames to hit it.

EVENT UNLOCKED Events Unlocked: "Windows in Waiting" and "Black Widow TW Offense"



56

SHINRA BUILDING RUINS 2

Climb to the third floor of the ruined lobby and use the Hydra to snipe the Memory Capsule on the balcony across the area to the southeast

EVENT UNLOCKED

Event Unlocked: Call for Vincent Valentine and Watchdog's Battalion



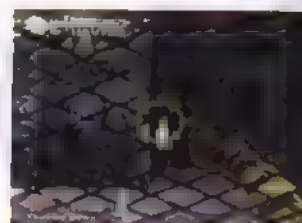
57

SHINRA BUILDING RUINS 6

Face the machinery behind the chain-link fence and locate the Memory Capsule on the right-hand side. It's on the floor near the pipe in the corner

EVENT UNLOCKED

Event Unlocked: The Two Azurs and Merga's Return



58

SHINRA FACILITIES, DATA VAULT

Eliminate the Shinies on the bridge, then turn to the north and use the Hydra to snipe the distant Memory Capsule. It's on the other sky bridge, off in the distance

EVENT UNLOCKED

Events Unlocked: Lucien and Chaos and The Door Opens



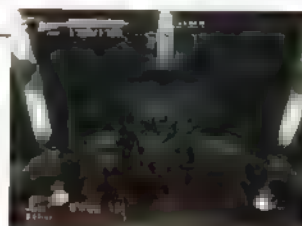
59

SHINRA FACILITIES, RESEARCH AREA

Shoot the DG Soldiers while on the second elevator and turn to face the northwest corner of the area. The floor below the one with the DG Soldiers contains the Memory Capsule; try to shoot it while passing by on the elevator

EVENT UNLOCKED

Events Unlocked: Mako Reactor from Afar and Big Fish



10 - SHINRA'S DARK SECRET

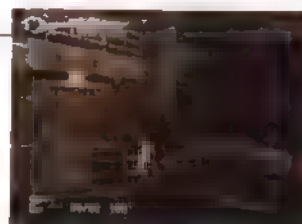
60

DEEFGROUND OUTER WALL 1

From the starting point, take a few steps forward and turn to the left. The Memory Capsule is on a green beam in the distance

EVENT UNLOCKED

Event Unlocked: The Call of Darkness and Snake in the Fog



61 DEEPGROUND OUTER WALL 1

Stand on the northeast corner of the platform and snipe the Memory Capsule on the end of the taller structure off in the distance.

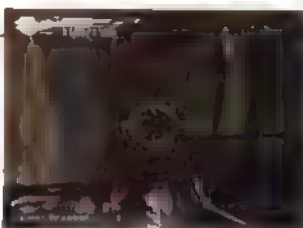
EVENT UNLOCKED Events Unlocked: *Crash and Success* and *Take a Ride*



62 DEEPGROUND OUTER WALL, INTERIOR 1

Stand on the platform at the entrance and face due east. The Memory Capsule is far off in the distance on the floor.

EVENT UNLOCKED Event Unlocked: *Rest in Peace, Doctor* and *Yellow Stairs*



63 DEEPGROUND OUTER WALL 3

Approach the exit on the western side of the area and face directly south. Crouch down to get a clean shot through the railing and shoot the Memory Capsule on the ground below.

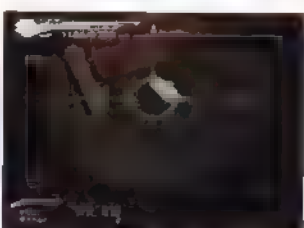
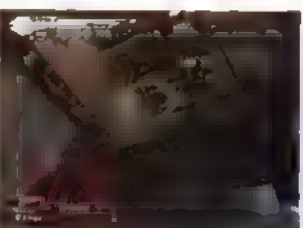
EVENT UNLOCKED Events Unlocked: *Forgotten Tears* and *Hero the Same*



64 DEEPGROUND OUTER WALL, INTERIOR 4

This Memory Capsule is high on the wall in the northeast corner of the room. It's directly beneath one of the rust-colored pipes extruding from the wall.

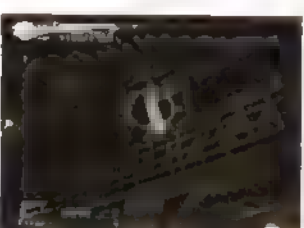
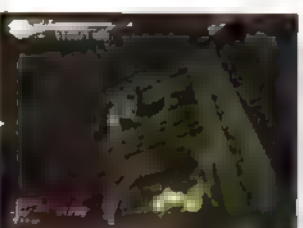
EVENT UNLOCKED Event Unlocked: *Indestructible* and *Into the Unknown*



65 DEEPGROUND OUTER WALL, INTERIOR 5

Step through the door and immediately stop. Ignore the gunfire ripping through the ceiling and turn to the right. A Memory Capsule is behind the fence right next to Vincent's entry point!

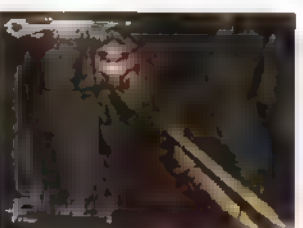
EVENT UNLOCKED Events Unlocked: *Truffle Returns* and *Snake in the Laboratory*



66 DEEPGROUND

Exit the monorail car and walk alongside the track to the west. There is a Memory Capsule underneath the track near the station exit.

EVENT UNLOCKED Events Unlocked: *Why Didn't You Tell Me?* and *Super Soldiers*



67

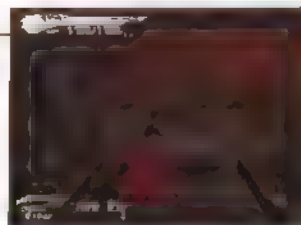
MAP

DEEPCGROUND RUINS 1, EAST

Walk onto the western ledge near the starting point of this area and shoot the Memory Capsule on the distant rooftop.

EVENT UNLOCKED

Events Unlocked: "The Dragonfly Rises" and "The Dragonfly Fall"



68

MAP

DEEPCGROUND RUINS 1, EAST

Start heading east from the starting point, pause halfway, and crouch down. There is a Memory Capsule underneath the rooftop cistern on the house nearest your position.

EVENT UNLOCKED

Events Unlocked: "Back Together Again" and "Weiss's Pause"



69

MAP

DEEPCGROUND RUINS 1, EAST

Head north along the eastern walkway and stop halfway to the building in the distance. Turn and look out over the town below and shoot the Memory Capsule on the roof all the way to the west.

EVENT UNLOCKED

Events Unlocked: "Enter Arachnero" and "Battle in the Dark"



70

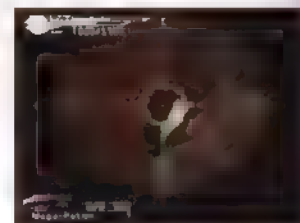
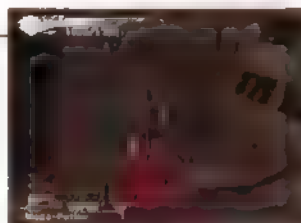
MAP

DEEPCGROUND RUINS 1, WEST

Stand on the bridge near the building to the west overlooking the pit where Vincent fought the Guard Hounds. From here, snipe the Memory Capsule behind the chimney on the rooftop to the northeast.

EVENT UNLOCKED

Events Unlocked: "A Fate Decided" and "Weiss's Reborn"



71

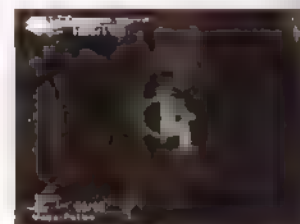
MAP

DEEPCGROUND RUINS 1, WEST

Approach the barcode where the two Heavy Armored Soldier 8 units appeared and turn to the north (right). The Memory Capsule is just out of reach in the narrow alley between the two buildings.

EVENT UNLOCKED

Events Unlocked: "Overpowered" and "Take Cover"



72

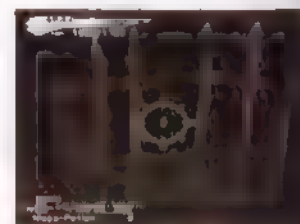
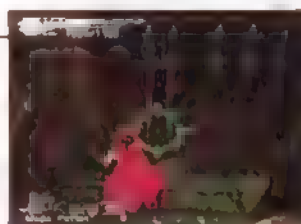
MAP

DEEPCGROUND RUINS 1, WEST

Step onto the debris near the large gate and shoot the Memory Capsule in the water beyond the bars to the south.

EVENT UNLOCKED

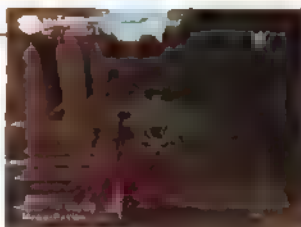
Events Unlocked: "Chaos Awakes" and "Weiss's Last Breath"



73 DEEPGROUND RUINS 1, WEST

Climb the stairs to the bridge and approach the railing to the north. The Memory Capsule is on a piece of debris sticking out of the river.

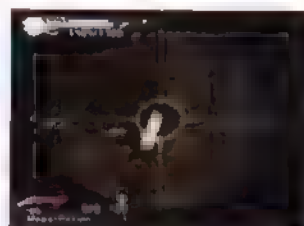
EVENT UNLOCKED Events Unlocked: We Did It and On the Lake Four



74 DEEPGROUND RUINS 2, CENTER

Cross the courtyard to where it overlooks the ruins below in the canyon and look to the northwest at the crumbling bridge. The Memory Capsule is just to the right of the sliver of daylight shining through underneath the bridge.

EVENT UNLOCKED Events Unlocked: Commencing Final SBD and Take It



75 MAKO REACTOR ZERO 1

Approach the railing near the Mako Point and use the Hydra to snipe the Memory Capsule high on the ring inside the reactor.

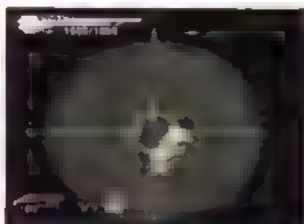
EVENT UNLOCKED Events Unlocked: Luccia's Descent and Battle Over Midgar



76 MAKO REACTOR ZERO 3

Descend the ladder on the raised platform and turn to the south once at the base of the stairs. The Memory Capsule is on the floor below, between the large pipes.

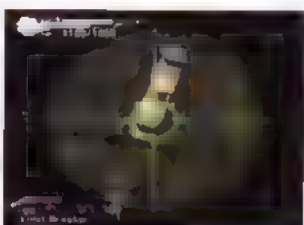
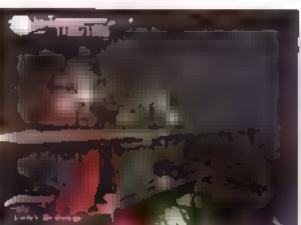
EVENT UNLOCKED Events Unlocked: "Sorry About the Wall" and Invasion



77 MAKO REACTOR ZERO 6

The Memory Capsule is behind a screen in the center of the room where the DG Soldier pushed the gun turret into place. You can shoot it from almost anywhere in the room.

EVENT UNLOCKED Events Unlocked: Through the Membrane and Beyond and Almost There



78

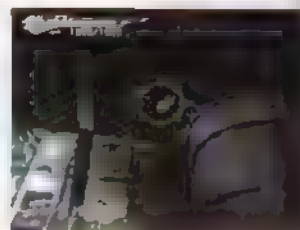
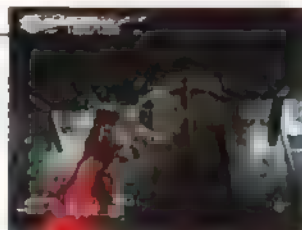
MAP

MAKO REACTOR ZERO 7

Defeat the group of Bizarre Bugs and look for the Memory Capsule above the mesh ceiling. It's behind the pipe on the western side of the room.

EVENT UNLOCKED

Events Unlocked: Free at Last and To the Final Stage



79

MAP

MAKO REACTOR ZERO 7

Ride the platform upwards while facing south and look inside the ventilation shaft on the generator below. It's a tricky shot due to the spinning platform and shallow angle, but you must shoot it from above this platform.

EVENT UNLOCKED

Events Unlocked: First Encounter: "Crystal Feathers" and "Second Encounter: Omega Weiss"



80

MAP

MAKO REACTOR ZERO 7

The Memory Capsule is directly above the briefcases in the corridor following the room with the large piston rising up and down.

EVENT UNLOCKED

Events Unlocked: Third Encounter: Omega Weiss and The Death of Omega Weiss



12-1 - OMEGA AND CHAOS

81

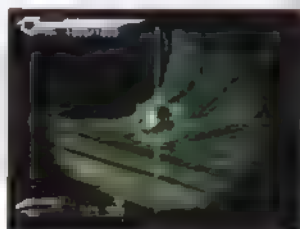
MAP

SKY OVER MIDGAR 1

Drop into the tunnel and turn back to the north. The Memory Capsule is in the northern section of tunnel that Vincent can't jump into; use the Hydra to snipe it.

EVENT UNLOCKED

Events Unlocked: A Future Chaotic



82

MAP

SKY OVER MIDGAR 1

This Memory Capsule only appears after completing the game with all three G Report files. Stand on the edge of the tunnel, right before the hole where Vincent would drop into it and snipe the Memory Capsule floating in the sky to the southeast. It's just to the right of the small floating pieces of diamond-shaped rocks.

EVENT UNLOCKED

Events Unlocked: G



12-2 - A FINALE CHAOTIC

There are no Memory Capsules in Chapter 12-2

EXTRA MISSIONS MEMORY CAPSULES

Memory Capsules don't exist solely in the story mode, but also in the Extra Mission mode as well. Nearly all of the 46 Extra Missions contain a Memory Capsule that, if destroyed, unlocks an item in the Extra Feature component of the game. Destroying these Memory Capsules unlocks sound clips, artwork, and even official game trailers. To find the Memory Capsules, refer to the in game map grid and the following coordinates. Then destroy them and enjoy the bonus content! Note that Side Missions do not contain Memory Capsules. See the "Extra Missions" portion of the foldout poster for more information. You must destroy Green Memory Capsules with a Materia Shot. It takes explosive objects to destroy White Memory Capsules. Melee attacks are needed to destroy Red Memory Capsules. Lastly, it takes gunfire to destroy Yellow Memory Capsules.

1 - Zant's Heartlands

COORDINATES	COLOR	UNLOCKS
G 11	Yellow	Character Viewer: The WRO

2 - Withrow Missile Base

COORDINATES	COLOR	UNLOCKS
I 6	Green	Sound Gallery: The System

3 - Wastelands

COORDINATES	COLOR	UNLOCKS
B 9	Red	Art Gallery: The WRO
D 6	Yellow	Official Trailers: Tokyo Game Show Trailer

4 - Vincent the Mage

COORDINATES	COLOR	UNLOCKS
C 12	Green	Sound Gallery: Battlefields

5 - Deep Labyrinth

COORDINATES	COLOR	UNLOCKS
K 15	White	Side Mission: Boxemon

6 - Boxemon

COORDINATES	COLOR	UNLOCKS
N/A	N/A	N/A

7 - Gattlin in the Wastes

COORDINATES	COLOR	UNLOCKS
F 9	Green	Sound Gallery: Events

8 - Lord of the Jungle

COORDINATES	COLOR	UNLOCKS
J 7	Red	Art Gallery: Weapons

9 - Galt Versus the World

COORDINATES	COLOR	UNLOCKS
J 6	Red	Art Gallery: Locations

10 - Missilebreaker Melee

COORDINATES	COLOR	UNLOCKS
I-7	Yellow	Official Trailers: DC Presentation Trailer
G 10	Yellow	Character Viewer: Others

11 - Collector's Mind

COORDINATES	COLOR	UNLOCKS
D 5	Yellow	Character Viewer: Monsters

12 - Vincent the Destroyer

COORDINATES	COLOR	UNLOCKS
D 5	Red	Art Gallery: Event Related

13 - Pains of Gehenna

COORDINATES	COLOR	UNLOCKS
J 4	Yellow	Official Trailers: Jump Festa Trailer
J 13	Red	Art Gallery: Monsters

14 - Vincent the Granular

COORDINATES	COLOR	UNLOCKS
J-11	Red	Art Gallery: Shinra

15 - Red and Blue

COORDINATES	COLOR	UNLOCKS
G 12	Red	Art Gallery: WRO Headquarters

16 - Stygian Saviors

COORDINATES	COLOR	UNLOCKS
K-4	Red	Art Gallery: Shinra Building

17 - Messenger From Hell

COORDINATES	COLOR	UNLOCKS
G 15	Green	Sound Gallery: WRO

18 - Badlands

COORDINATES	COLOR	UNLOCKS
F-8	White	Side Mission: Chamber of Ghosts

19 - Chamber of Ghosts

COORDINATES	COLOR	UNLOCKS
N/A	N/A	N/A

20 - Deep Tower

COORDINATES	COLOR	UNLOCKS
K 8	Yellow	Character Viewer: Shinra

21 - Galt Versus the Crimson

COORDINATES	COLOR	UNLOCKS
G 9	Red	Art Gallery: Deepground

22 - Shinra Manor Prime

COORDINATES	COLOR	UNLOCKS
L-7	Yellow	Official Trailers: Retail Display Trailer
H-5	Green	Sound Gallery: Shinra

23 - Rampart Rubble

COORDINATES	COLOR	UNLOCKS
M-11	Red	Art Gallery: Deepground Soldiers

24 - Contra Malm

COORDINATES	COLOR	UNLOCKS
J-13	White	Side Mission: Missilebreaker Deathmatch

25 - Missilebreaker Deathmatch

COORDINATES	COLOR	UNLOCKS
N/A	N/A	N/A

26 - Cait Versus the Cerulean

COORDINATES	COLOR	UNLOCKS
H-5	Red	Art Gallery: Bosses

27 - Vincent the Beast

COORDINATES	COLOR	UNLOCKS
H-5	Red	Art Gallery: Attack on Midgar

28 - Cyclopean Causeway

COORDINATES	COLOR	UNLOCKS
G-11	Yellow	Character Viewer: Bosses

29 - Trick Arc

COORDINATES	COLOR	UNLOCKS
L-7	Green	Sound Gallery: Bosses

30 - 100,000 Needles

COORDINATES	COLOR	UNLOCKS
F-7	Yellow	Character Viewer: Deepground

31 - Cait Versus the Bull

COORDINATES	COLOR	UNLOCKS
On Azul's Tail	Red	Art Gallery: Miscellaneous

32 - Deepground Soldiers

COORDINATES	COLOR	UNLOCKS
K-6	Red	Art Gallery: Mako Reactor 0

33 - Shieldbreaker

COORDINATES	COLOR	UNLOCKS
G-12/H-12	Red	Art Gallery: Finale Chaotic

34 - Spiral

COORDINATES	COLOR	UNLOCKS
D-5	Green	Sound Gallery: Vincent

35 - One-Handed

COORDINATES	COLOR	UNLOCKS
F-11	Red	Art Gallery: Vincent

36 - Black Widow Tetra

COORDINATES	COLOR	UNLOCKS
I-5	Yellow	Character Viewer: Vincent

37 - Gatling Shower

COORDINATES	COLOR	UNLOCKS
I-14	White	Side Mission: Go With The Flow

38 - Go With the Flow

COORDINATES	COLOR	UNLOCKS
N/A	N/A	N/A

39 - Brotherly Love

COORDINATES	COLOR	UNLOCKS
G-3	Green	Sound Gallery: Tsveti

40 - Unlimited DG

COORDINATES	COLOR	UNLOCKS
M-10	Red	Art Gallery: Tsveti

41 - Drumline

COORDINATES	COLOR	UNLOCKS
J-2	Yellow	Character Viewer: Tsveti

42 - Two-Handed

COORDINATES	COLOR	UNLOCKS
K-6	Green	Sound Gallery: Omega

43 - Cait Versus the Empowered

COORDINATES	COLOR	UNLOCKS
K-8	Red	Art Gallery: Omega

44 - Deepground

COORDINATES	COLOR	UNLOCKS
J-8	Yellow	Character Viewer: Omega

45 - Stronghold Impervious

COORDINATES	COLOR	UNLOCKS
H-8	White	Side Mission: An Invitation to Illusion

46 - An Invitation to Illusion

COORDINATES	COLOR	UNLOCKS
N/A	N/A	N/A

GUN DATA

FRAME PARTS

CERBERUS

Cerberus Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	RESULT
1	Cerberus	2000		+45							Cerberus II
2	Cerberus II	5000					+5	+10	+10	+6	Cerberus III
3	Cerberus III	10000		+40	-25					+6	P Cerberus
3	Cerberus III	10000	120		+15						S Cerberus
3	Cerberus III	10000	-120	+5						+24	M Cerberus
4	P Cerberus	17000					+5	+20	+20		P Cerberus Y
4	S Cerberus	17000			+15						S Cerberus Y
4	M Cerberus	17000		+5			+5	+10	+10	+12	M Cerberus Y
5	P Cerberus Y	26000	-120	+55							Powered Cerberus
5	S Cerberus Y	26000	300		+15						Zero Cerberus
5	M Cerberus Y	26000	-180		+5					+24	Quantum Cerberus

CERBERUS

Notes: Designed for neutralizing close and medium-range targets, this handgun frame is capable of simultaneously firing three rounds of ammunition.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
540	80	80	60	70	115	110	18	1000	700



P CERBERUS Y

Notes: Improved accuracy is one of the benefits of the upgraded P Cerberus.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
540	145	55	60	80	145	140	18	17000	24500



CERBERUS II

Notes: Additional firepower has been added to this handgun frame.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
540	105	80	60	70	115	110	18	2000	2100



POWERED CERBERUS

Notes: This high-powered handgun frame has been fine-tuned to inflict maximum damage.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
420	200	55	60	80	145	140	18	26000	42700



CERBERUS III

Notes: A larger magazine and increased accuracy have been added to this handgun frame.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
540	105	80	60	75	125	120	24	5000	5600



S CERBERUS

Notes: This handgun frame features a highly improved firing rate.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
420	105	95	60	75	125	120	24	10000	12600



P CERBERUS

Notes: While equipped with a smaller magazine, this high powered handgun frame is designed for dealing sizable damage.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
540	145	55	60	75	125	120	18	10000	12600



S CERBERUS Y

Notes: A significantly improved firing rate is one of the benefits of the upgraded S Cerberus.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
420	105	110	60	75	125	120	24	17000	24500



ZERO CERBERUS

Notes: This ultra rapid-fire handgun boasts the highest firing rate on the market

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
120	105	125	60	75	125	120	24	26000	42700



M-CERBERUS

Notes: This handgun frame is equipped with an extremely large magazine capable of housing 60 rounds of ammunition

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
420	115	80	60	80	135	130	60	17000	24



M-CERBERUS

Notes: This handgun frame is equipped with a considerably large magazine capable of housing 48 rounds of ammunition.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
420	110	80	60	75	125	120	48	10000	12600



QUANTUM CERBERUS

Notes: Capable of housing 84 rounds of ammunition, this handgun is equipped with the largest magazine available.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
240	120	80	60	80	135	130	84	26000	42700



BONUS HANDGUN

Model Gun Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	RESULT
1	Model Gun	15000		+1							Silver Gun
2	Silver Gun	35000		+1							Gold Gun
3	Gold Gun	200000		+197	+55	+105	+160	+160	+160	+81	Ultima Weapon

MODEL-GUN

Notes: A plastic gun popular among children young and old.

WT	POW	SPD	RNG	HIGH	MED	LOW	CAP	PURCHASE	SELL
30	1	85	5	40	40	40	18	-	10



GOLD-MODEL-GUN

Notes: A gaudy gold gun that looks like it belongs in a disco.

WT	POW	SPD	RNG	HIGH	MED	LOW	CAP	PURCHASE	SELL
30	3	85	5	40	40	40	18	35000	10



SILVER-MODEL-GUN

Notes: A well-crafted silver gun often framed and hung over a fireplace.

WT	POW	SPD	RNG	HIGH	MED	LOW	CAP	UPGRADE	SELL
30	2	85	5	40	40	40	18	15000	10



ULTIMA-WEAPON

Notes: A powerful firearm crafted to perfection by the world's finest gunsmith.

WT	POW	SPD	RNG	HIGH	MED	LOW	CAP	PURCHASE	SELL
30	200	140	110	200	200	200	99	200000	0



HYDRA

Hydra Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	RESULT
1	Hydra	2000				+10				+3	Hydra II
2	Hydra II	5000		+20			+10	+5	+5		Hydra II
3	Hydra III	10000		+25	10		+10	+20	+15	3	P Hydra
3	Hydra III	10000	480	+30	+20					1	S Hydra
3	Hydra III	10000	-480	10						+8	M Hydra
4	P Hydra	17000		+40	25	+30				2	P Hydra Y
4	S Hydra	17000	+240			+20					S Hydra Y
4	M Hydra	17000		+5		+20				+12	M Hydra Y
5	P Hydra Y	26000		+55	29	+20	+20	+15	+20	-2	Gigant Hydra
5	S Hydra Y	26000	300		+40					+1	Feather Hydra
5	M Hydra Y	26000		+5	+25					+14	Velvet Hydra

HYDRA

Notes: This rifle frame is designed for accuracy and range.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
1050	140	65	140	140	120	120	5	1000	700



HYDRA-II

Notes: A larger magazine has been added to this rifle frame.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
1050	140	65	150	140	120	120	8	2000	2100



HYDRA-III



Notes: Additional firepower and improved accuracy are the benefits of this rifle frame.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
10	160	65	150	150	125	125	8	5000	5600

P HYDRA



Notes: To increase power and accuracy, the magazine size of this rifle frame has been reduced.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
50	185	55	150	160	145	140	5	10000	12600

P HYDRA-γ



Notes: To further increase firepower, the magazine of this rifle frame has been significantly reduced.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
1050	225	30	180	160	145	140	3	17000	24500

GIGANT HYDRA



Notes: While boasting remarkable power, this rifle frame's magazine is only capable of housing a single bullet.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
1050	280	1	200	180	160	160	1	26000	42700

S HYDRA



Notes: Lowering the firepower of this rifle frame has allowed for an improvement in its firing rate, as well as reducing its overall weight.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
570	130	85	150	150	125	125	7	10000	12600

S HYDRA-γ



Notes: A lighter build is one of the benefits of the upgraded S Hydra.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
330	130	85	170	150	125	125	7	17000	24500

FEATHER HYDRA



Notes: This ultra rapid-fire rifle is as light as a feather.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
30	130	125	170	150	125	125	8	26000	42700

M HYDRA



Notes: This rifle frame boasts a lighter body and a larger chamber capable of housing 16 rounds of ammunition.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
570	160	55	150	150	125	125	16	10000	12600

M HYDRA-γ



Notes: Capable of housing 28 rounds of ammunition, this rifle frame boasts an even larger chamber than the M Hydra.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
570	165	55	170	150	125	125	28	17000	24500

VELVET HYDRA



Notes: Capable of housing 42 rounds of ammunition, this rifle frame is equipped with the largest chamber available.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
570	170	80	170	150	125	125	42	26000	42700

BONUS RIFLE

BAYONET RIFLE



Notes: A specialty rifle frame, it slightly increases the power of melee attacks.

WT	POW	SPD	RNG	HIGH	MED	LOW	CAP	PURCHASE	SELL
600	150	85	160	140	120	120	10		10

GRIFFON

Griffon Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	RESULT
1	Griffon	2000		+10						+5	Griffon II
2	Griffon II	5000		+15	20		+15	+15	+15	-5	P Griffon
2	Griffon II	5000	-240		+50						S Griffon
2	Griffon II	5000	150							+15	M Griffon
3	P Griffon	10000		+10							P Griffon β
3	S Griffon	10000				+20					S Griffon β
3	M Griffon	10000		+5			+15	+10	+10	+20	M Griffon β
4	P Griffon β	17000					+10	+10	+10		P Griffon γ
4	S Griffon β	17000	-300								S Griffon γ
4	M Griffon β	17000	390	+5							M Griffon γ
5	P Griffon γ	26000		+15							Dueling Griffon
5	S Griffon γ	26000	210							+59	Sonic Griffon
5	M Griffon γ	26000	-210	+5						+29	Starry Griffon

GRIFFON

Notes: Designed for rapidly firing large amounts of ammunition in succession, this machine gun frame has a higher firing rate than most weapons.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
1050	25	150	20	20	55	65	35	1000	700



S-GRIFFON

Notes: This machine gun features a lighter body and an improved firing rate.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
810	35	200	20	20	55	65	40	5000	5600



GRIFFON II

Notes: Additional firepower has been added to this machine gun frame.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
1050	35	150	20	20	55	65	40	2000	2100



S-GRIFFON β

Notes: Increased accuracy is one of the benefits of the upgraded S Griffon.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
810	35	200	40	20	55	65	40	10000	12600



P-GRIFFON

Notes: A high-powered machine gun with improved accuracy.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
1050	50	130	20	35	70	80	35	5000	5600



S-GRIFFON γ

Notes: This is a lighter version of the rapid fire machine gun, S Griffon β.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
510	35	200	40	20	55	65	40	17000	24500



P-GRIFFON β

Notes: Additional firepower is one of the benefits of the upgraded P Griffon.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
1050	60	130	20	35	70	80	35	10000	12600



SONIC GRIFFON

Notes: This ultra rapid fire machine gun features one of the highest firing rates available.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
300	35	200	40	20	55	65	99	26000	42000



P-GRIFFON γ

Notes: Improved accuracy is one of the benefits of the upgraded P Griffon.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
1050	60	130	20	45	80	90	35	17000	24500



M-GRIFFON

Notes: This machine gun frame is equipped with a considerably large magazine capable of housing 50 rounds of ammunition.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
900	35	150	20	20	55	65	50	5000	5600



DUELING GRIFFON

Notes: This high-powered machine gun frame has been tuned to deal bone-shattering damage.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
1050	75	130	20	45	80	90	35	26000	42700



M-GRIFFON β

Notes: This machine gun frame is equipped with an extremely large magazine capable of housing 70 rounds of ammunition.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
900	40	150	20	35	65	75	70	10000	2600



M GRIFFON γ



Notes: This machine gun frame is much lighter than the M Griffon β.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
0	45	150	20	35	65	75	70	17000	24500

BONUS MACHINE GUN

BLAST MACHINE GUN



Notes: This is a specialty machine gun frame. Although low on power, it will knock over any thing that is hit by its fire.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
0	35	160	20	30	60	70	35		10

STARRY GRIFFON



Notes: This machine gun frame is equipped with an enormous magazine capable of housing 99 rounds of ammunition.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
300	50	150	20	35	65	75	99	26000	42700

SPECIAL WEAPON

DEATH PENALTY



Notes: This weapon is only available when Vincent has regained control of Chaos. Its firepower increases as Vincent collects the essence of corrupted life.

WT	POW	SPD	RNG	HIGH	MED	LOW	CAP	PURCHASE	SELL
500	500	500	500	500	500	500	6		-

BARREL PARTS

NORMAL BARREL

Normal Barrel Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	RESULT
1	Normal Barrel	1500		+20							Normal Barrel II
2	Normal Barrel II	4000				+20					Normal Barrel III
3	Normal Barrel III	8000			+15						Normal Barrel β
4	Normal Barrel β	13500	-240								Normal Barrel γ
5	Normal Barrel γ	21000		-5			+95	+60	+70		Master N Barrel

NORMAL BARREL



Notes: This average, mid-sized barrel excels in short- and medium-range accuracy.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
600	60	90	65	65	100	90	-	1000	700

NORMAL BARREL β



Notes: The improved firing rate of this mid-sized barrel makes it much more effective when used in situations with multiple targets.

WT	POW	SPD	RNG	HIGH	MED	LOW	CAP	UPGRADE	SELL
600	80	105	85	65	100	90		8000	10150

NORMAL BARREL II



Notes: Additional firepower has been added to this mid-sized barrel.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
600	80	90	65	65	100	90		1500	1750

NORMAL BARREL γ



Notes: This mid-sized barrel's lighter body will not slow down its user.

WT	POW	SPD	RNG	HIGH	MED	LOW	CAP	UPGRADE	SELL
360	80	105	85	65	100	90		13500	19600

NORMAL BARREL III



Notes: Increased range is one of the benefits of this upgraded barrel.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
600	80	90	85	65	100	90	-	4000	4550

MASTER N BARREL



Notes: The most balanced mid-sized attachment available, this barrel's accuracy has been fine-tuned to perfection.

WT	POW	SPD	RNG	HIGH	MED	LOW	CAP	UPGRADE	SELL
360	75	105	85	160	160	160		21000	34300

BONUS MID-SIZE BARREL

GUARD N BARREL



Notes: When equipped, this unique mid size barrel will increase the defense of its user.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
450	75	100	65	75	110	100			10

LONG BARREL

Long Barrel Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	RESULT
1	Long Barrel	1500	450								Long Barrel II
2	Long Barrel II	4000		+20		+10					Long Barrel III
3	Long Barrel III	8000					+70	+40	+60		Long Barrel β
4	Long Barrel β	13500		+20		+10					Long Barrel γ
5	Long Barrel γ	21000		+20	+25	+80					NOVA L Barrel

LONG BARREL

Notes: This extended barrel can be used to increase the accuracy of most firearms.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
1650	70	80	150	130	60	20	-	1000	700



LONG BARREL β

Notes: Further improved accuracy is one of the benefits of this upgraded long barrel.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
1200	90	80	160	200	100	80	-	8000	10,500



LONG BARREL II

Notes: This long barrel is significantly lighter than its previous model.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
1200	70	80	150	130	60	20	-	1500	1750



LONG BARREL γ

Notes: Additional firepower has been added to this long barrel, making it one of the most powerful available.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
1200	110	80	170	200	100	80	-	13500	19600



LONG BARREL III

Notes: Additional firepower has been added to this already devastating long barrel.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
1200	90	80	160	130	60	20	-	4000	4550



NOVA L-BARREL

Notes: This long barrel boasts such a long range that it is said bullets shot from it can reach the stars.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
1200	130	105	250	200	100	80	-	21000	34300



BONUS LONG BARREL

FAERIE L-BARREL

Notes: This unique long barrel is unlike others in that it has a high firing rate and is as light as a feather.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
90	80	115	170	150	75	50	-	-	10



SHORT BARREL

Short Barrel Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	RESULT
1	Short Barrel	1500		+10							Short Barrel I
2	Short Barrel II	4000					+5	+10	+25		Short Barrel II
3	Short Barrel III	8000				+10					Short Barrel β
4	Short Barrel β	13500	-120	+5			+10	+40	+25		Short Barrel γ
5	Short Barrel γ	21000	-110	+5	+30	+10					Gale S Barrel

SHORT BARREL

Notes: By cutting the size of this barrel in half, its weight has been reduced to a fraction of its mid-sized counterparts.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
360	35	150	25	5	30	55	-	1000	700



SHORT BARREL II

Notes: Additional firepower has been added to this short barrel.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
360	45	150	25	5	30	55	-	1500	



SHORT BARREL-III



Notes: This model improves on one of the short barrel's major weaknesses—accuracy.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
360	45	150	25	10	40	80	-	4000	4550

SHORT BARREL-β



Notes: This model improves on another of the short barrel's major weaknesses—range.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
360	45	150	45	10	40	80	-	8000	10150

BONUS SHORT BARREL

LUCKY-S-BARREL



Notes: When equipped, this unique short barrel will increase the amount of EXP earned by its user when making a kill.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	PURCHASE	SELL
300	40	140	5	5	5	5	-	-	10

SHORT BARREL-γ



Notes: This high-quality, short barrel is quite expensive, but many features have been upgraded.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
240	50	150	45	20	80	105	-	13500	19600

GALE-S-BARREL



Notes: Like its name, this short barrel is as quick and powerful as a winter storm.

WT	POW	SPD	RNG	LONG	MED	SHORT	CAP	UPGRADE	SELL
30	55	180	55	20	80	105	-	21000	34300

SCOPE PARTS

SNIPER SCOPE



Notes: Zooms in on distant targets, allowing for precise aiming while sniping.

WT	POW	SPD	PURCHASE	SELL
750	-	-	1000	700

MATERIA FLOATER

Materia Floater Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RESULT
1	Materia Floater	32000	-	-	-	Materia Floater γ

MATERIA-FLOATER



Notes: Raises the level of equipped materia by one.

WT	POW	SPD	PURCHASE	SELL
450	-	-	1000	700

MATERIA-FLOATER γ



Notes: Raises the level of equipped materia by two.

WT	POW	SPD	UPGRADE	SELL
450	-	-	32000	23100

OPTION PARTS

POWER BOOSTER

Power Booster Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RESULT
1	Power Booster	8000	-	+35%	-	Power Booster β
2	Power Booster β	23000	-	+60	-	Power Booster γ

POWER-BOOSTER



Notes: This optional attachment increases a weapon's power at a fixed rate.

WT	POW	SPD	PURCHASE	SELL
750	+25%	-	1000	700

POWER-BOOSTER β



Notes: This optional attachment significantly increases a weapon's power, however, it is quite heavy.

WT	POW	SPD	UPGRADE	SELL
750	+60%	-	8000	6300

POWER-BOOSTER γ



Notes: This optional attachment significantly increases a weapon's power.

WT	POW	SPD	UPGRADE	SELL
750	+60%	-	23000	22400

GRAVITY FLOATER

Gravity Floater Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RESULT
1	Gravity Floater	8000	-600			Gravity Floater β
2	Gravity Floater β	23000	800			Gravity Floater γ

GRAVITY FLOATER

Notes: This optional attachment slightly lowers a weapon's total weight.

WT	POW	SPD	PURCHASE	SELL
600			1000	700

GRAVITY FLOATER β

Notes: This optional attachment lowers a weapon's total weight.

WT	POW	SPD	UPGRADE	SELL
1200	-	-	10000	7700

GRAVITY FLOATER γ

Notes: This optional attachment significantly lowers a weapon's total weight.

WT	POW	SPD	UPGRADE	SELL
2000	-	-	25000	25200

MATERIA BOOSTER

Materia Booster Evolution Flow

STAGE	MODEL	GIL	WT	POW	SPD	RESULT
1	Materia Booster	32000				Materia Booster γ

MATERIA BOOSTER

Notes: This optional attachment raises the level of equipped Materia by one.

WT	POW	SPD	PURCHASE	SELL
450			1000	700

MATERIA BOOSTER γ

Notes: This optional attachment raises the level of equipped Materia by two.

WT	POW	SPD	UPGRADE	SELL
450		-	32000	23100

MISCELLANEOUS

AUTO-RELOADER

Notes: This optional attachment will automatically reload a weapon when it runs out of ammunition.

WT	POW	SPD	PURCHASE	SELL
750			24000	16800

ACCESSORY PARTS

CERBERUS RELIEF

Cerberus Relief Evolution Flow

STAGE	MODEL	GIL	DEF	RESULT
1	Cerberus Relief	6500	+4	Cerberus Relief β
2	Cerberus Relief β	18000	+4	Cerberus Relief γ

CERBERUS RELIEF

Notes: This accessory slightly increases defense.

WT	DEF	PURCHASE	SELL
30	+7	1000	700

CERBERUS RELIEF β

Notes: This accessory increases defense.

WT	DEF	UPGRADE	SELL
30	+11	6500	5250

CERBERUS RELIEF γ

Notes: This accessory significantly increases defense.

WT	DEF	UPGRADE	SELL
30	+15	18000	17850

S ADJUSTER

S Adjuster Evolution Flow

STAGE	MODEL	GIL	SHORT	RESULT
1	S Adjuster	15000	+75%	S Adjuster γ

S-ADJUSTER

Notes: This accessory increases the accuracy of short-range shots.

WT	SHORT	PURCHASE	SELL
30	+25%		10

S-ADJUSTER γ

Notes: This accessory significantly increases the accuracy of short-range shots.

WT	SHORT	UPGRADE	SELL
30	+100%	15000	10

M ADJUSTER

M Adjuster Evolution Flow

STAGE	MODEL	GIL	SHORT	RESULT
1	M Adjuster	15000	+65%	M Adjuster γ

M-ADJUSTER

Notes: This accessory increases the accuracy of medium-range shots.

WT	MED	PURCHASE	SELL
30	+20%		10

M-ADJUSTER γ

Notes: This accessory significantly increases the accuracy of medium-range shots.

WT	MED	UPGRADE	SELL
30	+85%	15000	10

L ADJUSTER

L Adjuster Evolution Flow

STAGE	MODEL	GIL	SHORT	RESULT
1	L Adjuster	15000	+65%	L Adjuster γ

L-ADJUSTER

Notes: This accessory increases the accuracy of long-range shots.

WT	LONG	PURCHASE	SELL
30	+15%		10

L-ADJUSTER γ

Notes: This accessory significantly increases the accuracy of long-range shots.

WT	LONG	UPGRADE	SELL
30	+80%	15000	10

POWER CROSS

Power Cross Evolution Flow

STAGE	MODEL	GIL	MELEE DMG	RESULT
1	Power Cross	6500	+20	Power Cross β
2	Power Cross β	18000	+15	Power Cross γ

POWER CROSS

Notes: This accessory slightly increases the power of melee attacks.

WT	MELEE DMG	PURCHASE	SELL
30	+35	1000	700

POWER CROSS β

Notes: This accessory increases the power of melee attacks.

WT	MELEE DMG	UPGRADE	SELL
30	+55	6500	5250

POWER CROSS γ

Notes: This accessory significantly increases the power of melee attacks.

WT	MELEE DMG	UPGRADE	SELL
30	+80	18000	17850

MATERIA

FIRE MATERIA

Notes: Materia infused with fire energy.



WT	PURCHASE	SELL
30	1000	700

THUNDER MATERIA

Notes: Materia infused with lightning energy.



WT	PURCHASE	SELL
30	1000	700

BLIZZARD MATERIA

Notes: Materia infused with ice energy.



WT	PURCHASE	SELL
30	1000	700

MISCELLANEOUS

RECOIL-LIMITER

Notes: This accessory reduces recoil, allowing for more precise aiming.



WT	PURCHASE	SELL
30	16000	11200

ITEM DATA

Items in *Dirge of Cerberus: FINAL FANTASY VII* fall into three main categories: consumable items, ammunition, and key items. You can purchase and sell many of these items at the shops located throughout the game and between chapters, but many of these items have roles to play in furthering the story and Vincent's exploration.

CONSUMABLE ITEMS

You use these items to keep Vincent alive and healthy. They are used to replenish spent HP and MP, but also to resuscitate Vincent if his HP reach zero. You can purchase most of these items from a shop, find them in the field, or obtain them by defeating an enemy. One especially valuable item listed here has special criteria to obtain it, so read carefully.

HP Replenishment Items

NAME	BUY	SELL	MAX CAP.	DESCRIPTION
Potion	100	70	4	Instantly restores a few HP. Up to 200 HP restored.
M. Potion	300	210	2	Instantly restores some HP. Up to 800 HP restored.
Mega Potion	500	350	2	Instantly restores a moderate amount of HP. Up to 1500 HP restored.
Full Potion	800	560	2	Instantly restores all HP.
Red Potion	N/A	10	5	This blood-red potion instantly restores a random amount of HP. Restores either 1, 200, 800, or 1500 HP.
Vital Rations	0	0	5	This nutritious diet supplement developed by WRO scientists instantly restores a few HP. Up to 300 HP restored.
Potion	N/A	10	2	Instantly restores a few HP. 1 HP restored.

MP Replenishment Items

NAME	BUY	SELL	MAX CAP.	DESCRIPTION
Ether	1000	700	2	Instantly restores a moderate amount of MP. Restores up to 50 MP.
Red Ether	N/A	10	5	This blood-red ether instantly restores a random amount of MP. Restores either 5, 25, or 70 MP.
Spirit Rations	0	0	5	This nutritious diet supplement developed by WRO scientists instantly restores a few MP. Restores up to 20 MP.

Combination & Resuscitative Items

NAME	BUY	SELL	MAX CAP.	DESCRIPTION
Elixir	3000	2100	1	Instantly restores all HP and MP.
Phoenix Down	1000	700	1	Instantly restores all HP when user is KO'd. Must be consumed prior to HP depletion.
Elixir	N/A	10	2	A legendary tea combining all the benefits of an Elixir and Phoenix Down. Must be consumed prior to HP depletion.

Special Items

NAME	BUY	SELL	MAX CAP.	DESCRIPTION
Limit Breaker	N/A	850	3	Temporarily induces Limit Break status when activated. This item enables Vincent to transform into the Galian Beast.
Gold Moogle Doll	N/A	35,000	99	A rare gold doll presented to any who succeed in defeating 100 enemies. Says "kupe" when its nose is pressed. Complete Stage Mission 3 in the "Beginnings" chapter to win this item.

AMMUNITION

Bullets

NAME	BUY	MAX CAP.	DESCRIPTION
Handgun Bullets	10	500	Ammunition used in handgun-type weapons. These bullets are used in the Cerberus and Ultima weapons.
Rifle Bullets	20	500	Ammunition used in rifle-type weapons. These bullets are used in the Hydra and Bayonet Rifle weapons.
Machine Gun Bullets	20	500	Ammunition used in machine gun-type weapons. These bullets are used in the Griffon and Blast Machine Gun weapons.
Death Penalty Bullets	N/A	500	Ammunition used in the Death Penalty weapon. Acquired once Vincent gains control of Chaos.

No matter what gun parts you assemble with the various frames, barrels, scopes and accessories, that weapon will use one of three main types of bullets. Bullets are often found in the field, whether inside a briefcase or crate, or via an enemy drop. Later in the game, you may need to purchase ammo from shops. This is especially true if you rely heavily on the Cerberus weapon, which fires three bullets per squeeze of the trigger. The following purchase prices reflect the cost of each individual bullet.

KEY ITEMS

Key Item Descriptions

NAME	MAX CAP.	DESCRIPTION
Cardkey	99	Used to deactivate electromagnetic barricades. Vincent will never need to carry Cardkeys over from one area to the next.
Rusty Key	1	A small key once owned by a resident of Edge. Only found if you fail the Stage Mission involving the boy in Edge.
Omega Report	8	A disk containing information on Omega. There are more than just the four found inside Shinra Mansion during the "Manor of Despair" chapter.
G Report	3	A disk containing data on "G". Collect all three and stay tuned after "The End" screen to see a special ending.
Top Secret File	5	A disk containing classified information on Deepground.

Not everything Vincent acquires in the field is meant to be ingested or used to fend off enemies. You must find many key items to advance through the areas, further the story, or complete Stage Mission objectives. Always look for the following items, as you can't purchase or sell any of them.

BESTIARY

The world of *Dirge of Cerberus: FINAL FANTASY VII* is not a safe one. It's filled with aggressive creatures of all shapes and sizes and even someone with Vincent's firepower and prowess must be careful. On top of the threat from the local wildlife, there is also Deepground. This secret unit formed deep below Midgar by the former Shinra Corporation possesses a number of deadly units bent on bringing the world to its knees.

If you're to succeed in conquering these enemies, you need knowledge. The following pages contain all you need to know about each foe Vincent encounters during the game. They are arranged in order of appearance and provide details on their general behavior, their attack styles, and even where they should be hit to score a Critical Hit!

DOG SOLDIER

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Projectile	Varies	Normal	Machine gun fire that is all but impossible to dodge.
Melee	50	Hard	Attacks with the butt of the gun in close-range situations.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
X		X	X	X	X	
08-1	08-2	09	10	11	12-1	12-2
X	X	X		X		

Deepground Soldiers are the most common enemies in the game. They typically attack in groups of three and are armed with low-powered assault rifles. It's easy to chain them together and they don't pose a significant threat, although it is best to use cover to avoid their machine gun fire. They also have the ability to utilize any nearby gun turrets, in which case eliminating them becomes a top priority.

BEAST SOLDIER

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Knife Throw	100	Hard	Will crouch down several yards from Vincent and throw knives at a low trajectory.
Slash	50, 40	Hard	A combo attack that slashes twice with knives.
Jump Slash	90, 45	Hard	A jump attack that uses a knife slash followed by a side swipe attack.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
X		X	X	X	X	
08-1	08-2	09	10	11	12-1	12-2
		X				

These odd creations appear as if they were once a normal DG Soldier, only now they move about on all fours like a dog. They can quickly pounce on their prey and attack with quick knife strikes.

As Vincent draws closer to Midgar, the Beast Soldiers will display improved speed and the ability to run across walls.

DOG COMMANDER

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Projectile	Varies	Normal	Flies its machine gun at Vincent. As battle continues, DG Commander learns to shoot and run and behaves more intelligently.
Kick	60	Blow	Resort to kicking enemies when encountered at close range.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
X					X	
08-1	08-2	09	10	11	12-1	12-2
X		X	X			

Deepground Commanders rarely make themselves present as they prefer to leave the combat up to the grunts they command. That said, they possess more armor than standard DG Soldiers and are a bit more cunning as well. Their guns are slightly more powerful than those issued to the DG Soldier.

GUARD HOUND

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Bite	100	Hard	Will burrow down into the ground, then pounce and bite against its prey twice.
Leap	90	Hard	This is a fast attack that can be difficult to anticipate. It's best to stay out of reach.
Twister	100	Hard	Snaps its forepaws three times, gathering the ground together and to deliver small bursts of damage.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
	X			X		
08-1	08-2	09	10	11	12-1	12-2
			X			

These lion-like creatures roam the wastelands, hunting in large packs for the rare morsel of prey found in this barren region. They attack with powerful jaws and razor-sharp claws and are capable of overpowering and outnumbering all other species, including man.

DO SNIPER

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Rifle Shot	Varies	Normal	Long-range projectiles fired from rooftops and windows. It's best to dodge by hiding behind cover.
Meloe	50	Hard	DG Snipers will defend themselves with meloe attacks if confronted at close range.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14
X	X	X	X	X	X	X

DG Snipers are like DG Soldiers, only they're outfitted with a long-range sniping rifle and take position far out of reach. They lie in wait and utilize cover when taking their shots. Although they are relatively immobile and lack much armor, they can be difficult to locate. Look for the muzzle flash from their rifles and aim for a Critical Hit.

HEAVY ARMORED SOLDIER B

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Shoulder Shot	25	Overhead	Massive shell fired from a shoulder-mounted cannon. Significant knock-back damage is possible if Vincent gets hit. However, it can be dodged by sidestepping away from its trajectory.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14
X	X	X	X	X	X	X

Like the boss fought in the Edge warehouse, this particular unit features sturdy armor and a large-caliber cannon for a gun. Although its rate of fire is slow, the shells it fires can deliver significant damage. Fortunately, these particular Deepground units move slowly and are rarely encountered at close range. Drop them with a well-placed Hydra shot to the head.

SABAGIN

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Spine	20	Hard	A close-range meloe attack with its ultra-sharp trident. Quickly step to the side as soon as the Sabagin roars back to thrust this weapon.
Water Spit	20	Hard	This projectile attack is really a spitting attack, as the Sabagin shoots water from its mouth. Strafe around the creature to avoid this attack while counter-attacking.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14

Sabagin wear a protective shell around much of their body, but their head is unprotected and vulnerable to attack.

SWEEPER

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Dual Rockets	Varies	Normal	Fires its twin bazooka cannons simultaneously at Vincent's direction. These shots have no homing capability and can be easily avoided.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14
X	X	X	X	X	X	X

The Sweeper is a hovering, robotic drone that tracks enemy vehicles and scouts ahead for Deepground. It fires twin rockets at its targets and has the ability to ram them with tremendous speed. Although they are not difficult to destroy, you must beware of their delayed self-destructive explosion.

DO SERGEANT

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Projectile	Varies	Normal	DG Sergeants carry machine guns or rifles and they're capable of firing both of them with incredible speed and proficiency.
Meloe	50	Hard	Will strike with the butt of the weapon if approached at close range.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14
X	X	X	X	X	X	X

The DG Sergeant is a stronger version of the DG Soldier. He packs a rifle-like weapon and lots of armor, but perhaps most important to his survival is his advanced intelligence and ability to outthink his opponents.

BULL HEAD

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Shield Attack	10	Hard	Will attempt to ram into Vincent with its powerful shield. Try to strafe around it or shoot its weak point while it turns.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14

This small robotic shield moves on tank treads and features a large, heavy plate of armor in the front. The Bull Head will provide cover for surrounding DG Soldiers, as well as attempt to ram Vincent if he approaches too close.

SOLDIER TROOPER

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Kick	50	Hard	A close-range meloe attack that is performed suddenly for moderate damage.
Wheel	100	Hard	Vincent can see this attack, but dodging isn't enough, as the speed of the attack is surprising.
Spin Cut	250	Overhead	Watch for the SOLDIER trooper to crouch down, as this indicates that he's about to begin a spinning slash with his sword.
Overhead Slash	200	Hard	Quickly step away if the SOLDIER trooper grabs the sword with both hands, as this means he's about to perform this powerful overhead downslash.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14

Some of Shinra's old guard still inhabit the mansion. These swift-moving swordsmen are masters of their craft and possess a number of attacks that can inflict a moderate amount of damage. Most damaging of all is their ability to knock down Vincent. When encountering a SOLDIER trooper, always aim for the head and try and keep your distance; try to avoid engaging them in melee combat.

EPHOLMIO

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Back Kick	100	Hard	Lunges forward with its lengthy neck and pokes at Vincent. Quickly double jump out of its reach to avoid it.
Spin Kick	100	Overhead	The Epholmio will spin in a circle and hit Vincent with a powerful windmill-like kick that can knock him backwards.
Body Slam	100	Hard	Watch for the Epholmio as it runs toward Vincent, because it might not stop!

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14

These ostrich-like creatures rely on their tremendous size and strength to keep foes at bay. Although they are quite skittish and will often flee any sensed danger, they will attack if necessary. Beware of their sharp beaks and strong kicks!

BIZARRE BUG

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Body Slam	120	Hard	The Bizarre Bug's first instinct is to charge forward and slam its body into Vincent. It's a good idea to stay away from it.
Digestive Fluid	100	Blowback	Occurs when the Bizarre Bug turns around and lets its wings as this indicates that it is about to spew a nasty digestive fluid at Vincent.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08.1	08.2	09	10	11	12.1	12.2
		X		X		

These man-eating bugs spit digestive fluid onto their prey to weaken them before moving in for a body slam attack. Bizarre Bugs are easy to avoid when encountered individually, but they often travel in packs! Approach any burrows with caution.

HEAVY ARMORED SOLDIER

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Downslam	150	Blowback	The primary attack upon making initial contact with Vincent. This successful downslam attack can knock Vincent to the ground.
Upswing	200	Blowback	Watch for this angular upward swing attack. The foe will swing from his lower-left to the upper-right and knock Vincent into the air if it connects.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08.1	08.2	09	10	11	12.1	12.2
X		X	X			

Although they resemble their bozoook-tohing brethren, these enemies only carry a sword. As long as Vincent stays clear of their reach and avoids their damaging sword attacks, he can eliminate them without much trouble.

RED SAUCER

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Electric Shock	50	Hard	When Vincent's sword is hit and emits an electrical discharge. Vincent is stunned. The foe has a high speed rating to track the enemy.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08.1	08.2	09	10	11	12.1	12.2
X	X	X	X	X		

The Red Saucer is an ankle-high, dish-shaped drone that emits an electrical charge that causes low to moderate damage. Red Saucers move quickly and often appear in large numbers. Although they are relatively harmless alone, the combined output of an army of them can become quite a serious problem. Use a lightweight weapon to better track its rapid movements.

BLACK WIDOW

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Machine Gun	Varies	Normal	Charges toward Vincent's position while firing the machine gun mounted on its left arm.
Missile	Varies	Blowback	Will attempt to lock onto Vincent's position and fire a missile from its left arm. Dodge the missile by staying out of the way.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08.1	08.2	09	10	11	12.1	12.2
	X		X			

The Black Widow Vincent faced earlier is back and this time it's not alone! This non-boss variant of the Black Widow is programmed to charge after enemies and will often self-destruct by crashing into walls if not defeated sooner.

CHOPPER

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Machine Gun	Varies	Normal	Has a very fast and somewhat erratic machine gun that is fired from Vincent's back seat. It's very difficult to dodge because of its speed and unpredictability.
Missile	Varies	Blowback	Listen for the sound of these rapidly fired missiles that have terrific homing capabilities. Zigzag away from them while jumping into the air to avoid them.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08.1	08.2	09	10	11	12.1	12.2
		X				

The Chopper is the standard mode of air transport for Deepground and packs a good amount of ammunition. Its machine gun fire is difficult to dodge because of its speed and spread pattern, while the Chopper's armament can be launched in multiple barrages. These missiles can be dodged, however, and can be shot out of the air.

CACTUAR

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Kick	200	Blowback	This attack is only used in Extra Mission mode.
Thousand Needles	10x44	Hard	This attack is only used in Extra Mission mode.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08.1	08.2	09	10	11	12.1	12.2
		X				

Extremely rare, these dancing cactuses seem like the life of the party, but they also possess potent attacks. Always be respectful of your opponent's capabilities—especially an opponent that can stab its prey with a thousand needles.

AERIAL MISSILE

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Machine Gun	Varies	Normal	Fires along a pre-set aerial route and fires its machine gun at Vincent. These are very difficult to avoid, although not all Aerial Missiles have this type of attack. Some simply drop from the sky and explode.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08.1	08.2	09	10	11	12.1	12.2
X	X	X	X			

These needle-shaped, explosive devices float just above the ground and move in pre-set patterns. They are relatively rare and, thanks to their slow speed, are quite easy to avoid. However, direct contact will result in a large explosion.

SHRIKE

WEAK POINT

ATTACK NAME	DMG	TYPE	DESCRIPTION
Machine Gun	Varies	Normal	The Shrike is very accurate with his machine gun and will fly about the air constantly firing at Vincent. Destroy them quickly, or else suffer the consequences.

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08.1	08.2	09	10	11	12.1	12.2
		X				

Shrikes are essentially DG Soldiers outfitted with jet-packs and wings. They can fly rather quickly and will try to stay directly over Vincent, making it hard to shoot them. Their machine guns possess a very fast rate of fire and spray bullets in a wide pattern.

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CHAPTER APPEARANCES

07	33	34	35	36	37
38	39	40	41	42	43
		X	X		

Gargoyles fly in large, circular patterns often rising and falling as they fly. Although they won't come too close to Vincent or use a melee attack, they possess a powerful sonic wave projectile spread immediately before attacking.

WEAK POINT

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08.1	08.2	09	10	11	12.1	12.2
			X			

This former boss creature now attacks in numbers and at a very close range. Beware of its powerful tentacle and body slam attacks and waste no time in knocking it back with a barrage of gunfire.

WILLIAM FORD

CHAPTER APPEARANCES

01	00	00	04	05	06	07
08	09	0A	0B	0C	0D	0E
0F	10	11	12	13	14	15
16	17	18	19	1A	1B	1C
1D	1E	1F	20	21	22	23
24	25	26	27	28	29	2A
2B	2C	2D	2E	2F	30	31
32	33	34	35	36	37	38
39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46
47	48	49	4A	4B	4C	4D
4E	4F	50	51	52	53	54
55	56	57	58	59	5A	5B
5C	5D	5E	5F	60	61	62
63	64	65	66	67	68	69
6A	6B	6C	6D	6E	6F	70
71	72	73	74	75	76	77
78	79	7A	7B	7C	7D	7E
7F	80	81	82	83	84	85
86	87	88	89	8A	8B	8C
8D	8E	8F	90	91	92	93
94	95	96	97	98	99	9A
9B	9C	9D	9E	9F	A0	A1
A2	A3	A4	A5	A6	A7	A8
A9	AA	AB	AC	AD	AE	AF
B0	B1	B2	B3	B4	B5	B6
B7	B8	B9	BA	BB	BC	BD
BE	BF	C0	C1	C2	C3	C4
C5	C6	C7	C8	C9	CA	CB
CC	CD	CE	CF	D0	D1	D2
D3	D4	D5	D6	D7	D8	D9
DA	DB	DC	DD	DE	DF	E0
E1	E2	E3	E4	E5	E6	E7
E8	E9	EA	EB	EC	ED	EE
EF	F0	F1	F2	F3	F4	F5
F6	F7	F8	F9	FA	FB	FC
FD	FE	FF				

This hovering, four-petal flower bud opens up and fires a powerful laser that can track after Vincent as he moves. Fortunately, it's not very fast and doesn't aim directly beneath itself.

WEAK POINT

CHAPTER APPEARANCES

This massive, dinosaur-like creature roams the lands atop the food chain. Those who dare confront this beast risk being trampled or gored.

WEAK POINT

CHAPTER APPEARANCES

01	07	03	04	05	06	00
08.1	08.2	09	10	11	12.1	12.2
			X	X		

The DG Elites resemble DG Commanders in appearance but serve to protect DG Commanders and utilize a powerful Shield Mateno that repels gunfire. Use cover to protect from its machine gun breakers.

WEAK POINT

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14

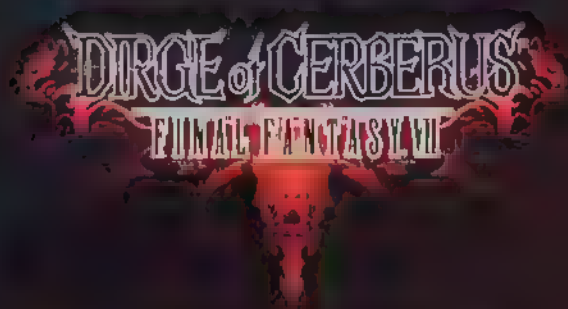
This stationary robotic gun turret fires random bursts of machine gun fire with surprising speed and duration. The Twin Sentry doesn't need to pause to reload and can inflict serious damage, so destroy it quickly!

WILEY-PINTER

CHAPTER APPEARANCES

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
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This foe fires projectiles while hovering just above the ground. It will suddenly appear out of thin air and attempt to capture Vincent in its leaves at a close range.



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ABOUT THE AUTHOR

Doug Walsh has been authoring strategy guides for BradyGames for six years and *Dirge of Cerberus: FINAL FANTASY VII* marks his second book for a Square-Enix produced game. Doug lives in Snoqualmie, Washington with his wife and two dogs and is a well-known mountain biker. He recently completed the 104-mile "Mountain No Sound" adventure race as a solo competitor. This is his first adventure race and may well be his last.

EXTRA MISSIONS

The game doesn't end with the defeat of the final boss. Instead, it unlocks the first of over forty Extra Missions. These missions are capsules that unlock fun additional

MISSION 01 Zephyr Heathlands

UNLOCKING CONDITIONS
Complete the main story mode.

TIME LIMIT
10:00

OBJECTIVE
Locate the Geol Peiry.

DESCRIPTION
The road to the next stage awaits you at the goal point. However, bloodthirsty foes will try everything to stop you from completing your objective.

MISSION 15 Red and Blue

UNLOCKING CONDITIONS
Complete "Vincent the Impregnable."

TIME LIMIT
None

OBJECTIVE
Defeat Blue and Red.

DESCRIPTION
Defeat Rosso the Crimson and Azul the Cerulean. When an one fight to the finish.

MISSION 16 Stygian Sewers

UNLOCKING CONDITIONS
Complete "Red and Blue."

TIME LIMIT
15:00

OBJECTIVE
Defeat the enemies in the Stygian Sewers.

DESCRIPTION
The Stygian Sewers are a dark and dangerous place. Defeat the enemies in the Stygian Sewers.

MISSION 17 Messenger From Hell

UNLOCKING CONDITIONS
Complete "Stygian Sewers."

TIME LIMIT
2:30

OBJECTIVE
Escape from the Magistrate's.

DESCRIPTION
The dead have returned from hell and won't stop until they take you back with them. Weapons have no effect against these undead hordes, leaving you with only one option—escape.

MISSION 31 Cat Versus the Bull

UNLOCKING CONDITIONS
Complete 2,000,000 Nemesis.

TIME LIMIT
None

OBJECTIVE
Defeat Azul Azul.

DESCRIPTION
The Cat Club is a dangerous place. Defeat the enemies in the Cat Club.

MISSION 32 Deepground Soldiers

UNLOCKING CONDITIONS
Complete "Cat Versus the Bull."

TIME LIMIT
None

OBJECTIVE
Defeat all the enemies.

DESCRIPTION
Defeat the enemies in the Deepground Soldiers.

MISSION 33 Shieldbreaker

UNLOCKING CONDITIONS
Complete "Deepground Soldiers."

TIME LIMIT
0:00

OBJECTIVE
Defeat 100 enemies.

DESCRIPTION
Defeat 100 targets within the allowed time.

defeat of Omega Weiss. Completing Dirge of Cerberus: Final Fantasy VII on either the Normal or Hard difficulty mode simply unlocks the Missions. And not only will these missions test your skills in newfound ways, but some of them even contain hidden Memory and side-missions. There's a lot of fighting still to be had, so get started!

MISSION 03 Widow Missions

UNLOCKING CONDITIONS: Complete "Widow Missions".



TIME LIMIT: None

MISSION 03 Wastelings

UNLOCKING CONDITIONS: Complete "Widow Missions".

TIME LIMIT: None

OBJECTIVE

Defeat the Dual Horn.



DESCRIPTION

Your objective is to locate and destroy the Dual Horn terrorizing Wasteland.

MISSION 04 Vincent the Mage

UNLOCKING CONDITIONS: Complete "Wastelings".

TIME LIMIT: None

OBJECTIVE

Defeat 100 enemies using only magic.



DESCRIPTION

Defeat 100 enemies using only magic.

MISSION 05 Deep Labyrinth

UNLOCKING CONDITIONS: Complete "Vincent the Mage".

TIME LIMIT: None

OBJECTIVE

Locate the Goal Point.



DESCRIPTION

Defeat the enemies and retrieve their Carkeys. Only then will you be able to reach the Goal Point.

Badlands

UNLOCKING CONDITIONS: Complete "Badlands".



TIME LIMIT: None

MISSION 19 Chamber of Ghosts

UNLOCKING CONDITIONS: Shoot the Memory Crystal in "Badlands".

TIME LIMIT: None

OBJECTIVE

Exorcise the undead Soldier.



DESCRIPTION

Exorcise the undead spirit haunting the manor. Completing this mission will activate the red heart in the previous mission.

MISSION 20 Deep Tower

UNLOCKING CONDITIONS: Complete "Chamber of Ghosts".

TIME LIMIT: None

OBJECTIVE

Defeat the undead soldier and retrieve the Memory Crystal. Defeat the undead soldier and retrieve the Memory Crystal. Defeat the undead soldier and retrieve the Memory Crystal.



DESCRIPTION

MISSION 21 Cait Versus the Crimson

UNLOCKING CONDITIONS: Complete "Deep Tower".

TIME LIMIT: None

OBJECTIVE

Defeat Rosso the Crimson.



DESCRIPTION

Use Cait Sith to defeat Rosso the Crimson.

Spiral

UNLOCKING CONDITIONS: Complete "Spiral".



TIME LIMIT: None

MISSION 35 One-Handed

UNLOCKING CONDITIONS: Complete "Spiral".

TIME LIMIT: None

OBJECTIVE

Defeat 100 enemies.



DESCRIPTION

Defeat 100 targets, but beware of the elite soldiers' impressive firepower!

MISSION 36 Black Widow Tetra

UNLOCKING CONDITIONS: Complete "One-Handed".

TIME LIMIT: None

OBJECTIVE

Defeat the Black Widow Tetra.



DESCRIPTION

The Black Widow Squad is back and their deadly materia cannons are fully operational. Try to anticipate their movement before they do yours.

MISSION 37 Gailling Shower

UNLOCKING CONDITIONS: Complete "Black Widow Tetra".

TIME LIMIT: None

OBJECTIVE

Collect 100 EX Models.



DESCRIPTION

Defeat the waves of enemies and retrieve the EX Models.

MISSION
9 **Galt Versus the World**

UNLOCKING CONDITIONS
Complete "Tord of the..."

TIME LIMIT
None

OBJECTIVE
Defeat 100 enemies.

DESCRIPTION
Galt must defeat 100 enemies.

MISSION
10 **Missilebreaker Moloo**

UNLOCKING CONDITIONS
Complete "Galt Versus the World"

TIME LIMIT
5:00

OBJECTIVE
Survive the missile attack.

DESCRIPTION
A massive missile is heading towards the city. Use your Limit Breakers to survive the attack.

MISSION
11 **Collector's Mind**

UNLOCKING CONDITIONS
Complete "Missilebreaker Moloo"

TIME LIMIT
5:00

OBJECTIVE
Collect the EX Model.

DESCRIPTION
Collect all of the EX Models hidden throughout the area. Use stealth tactics to neutralize the enemy troops before they see you, but be aware that the clock is ticking.

MISSION
12 **Vincent the Destroyer**

UNLOCKING CONDITIONS
Complete "Collector's Mind"

TIME LIMIT
None

OBJECTIVE
Defeat Vincent.

DESCRIPTION
Vincent is the most powerful enemy in the game. He is a massive, one-eyed monster with a single, powerful arm.

MISSION
13 **Missilebreaker Deathmatch**

UNLOCKING CONDITIONS
Complete "Collector's Mind"

TIME LIMIT
3:00

OBJECTIVE
Survive the missile attack.

DESCRIPTION
A massive missile is heading towards the city. Use your Limit Breakers to survive the attack.

MISSION
26 **Galt Versus the Cerulean**

UNLOCKING CONDITIONS
Complete "Missilebreaker Deathmatch"

TIME LIMIT
None

OBJECTIVE
Defeat Neo And.

DESCRIPTION
Neo And is a powerful enemy who can use a variety of attacks. Use your Limit Breakers to defeat him.

MISSION
27 **Vincent the Beast**

UNLOCKING CONDITIONS
Complete "Galt Versus the Cerulean"

TIME LIMIT
5:00

OBJECTIVE
Survive the onslaught.

DESCRIPTION
An army of enemy soldiers has been dispatched with orders to kill. Use your Limit Breakers wisely and you may be able to survive this five-minute visit to hell.

MISSION
28 **Cyclopean Causeway**

UNLOCKING CONDITIONS
Complete "Vincent the Beast"

TIME LIMIT
None

OBJECTIVE
Locate the goal point.

DESCRIPTION
A massive, one-eyed monster is heading towards the city. Use your Limit Breakers to survive the attack.

MISSION
41 **Drumline**

UNLOCKING CONDITIONS
Complete "Cyclopean Causeway"

TIME LIMIT
None

OBJECTIVE
Defeat the Drumline.

DESCRIPTION
A massive, one-eyed monster is heading towards the city. Use your Limit Breakers to survive the attack.

MISSION
42 **Two-Handed**

UNLOCKING CONDITIONS
Complete "Drumline"

TIME LIMIT
None

OBJECTIVE
Defeat TUD Dual Forces.

DESCRIPTION
A massive, one-eyed monster is heading towards the city. Use your Limit Breakers to survive the attack.

MISSION
43 **Galt Versus the Immolated**

UNLOCKING CONDITIONS
Complete "Two-Handed"

TIME LIMIT
None

OBJECTIVE
Defeat Weiss the Immolated.

DESCRIPTION
Use Galt's Sh to defeat Weiss the Immolated.

MISSION
44 **Quadrant Battle**

UNLOCKING CONDITIONS
Complete "Galt Versus the Immolated"

TIME LIMIT
None

OBJECTIVE
Defeat the Quadrant Battle.

DESCRIPTION
A massive, one-eyed monster is heading towards the city. Use your Limit Breakers to survive the attack.

the Destroyer



MISSION 13 Rains of Gehenna

UNLOCKING CONDITIONS

Complete "Vincent the Grappler"

TIME LIMIT

None

OBJECTIVE

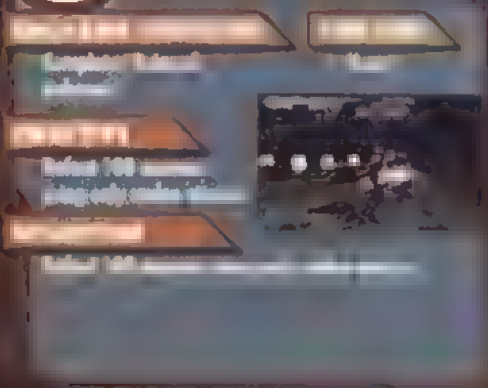
Collect the EX Models

DESCRIPTION

Collect the EX Models scattered about the area on your Right off relentless foe.



MISSION 14 Vincent the Grappler



an Causeway



MISSION 29 Trick Art

UNLOCKING CONDITIONS

Complete "Explosion Gateway"

TIME LIMIT

None

OBJECTIVE

Collect the EX Models

DESCRIPTION

Gather all of the EX Models hidden throughout the area. Beware of the barriers blocking your path!



MISSION 30 100,000 Needles



ound



MISSION 45 Stronghold Impervious

UNLOCKING CONDITIONS

Complete "Disregarded"

TIME LIMIT

None

OBJECTIVE

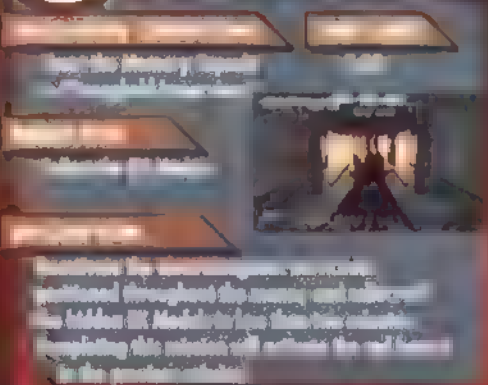
Defeat all the enemies

DESCRIPTION

This will be your final mission. A powerful squad awaits you in a trap-laden facility located deep underground. Your main objective is to defeat the enemies and take control of the megastucture.



MISSION 46 An Invitation to Illusion



ABOUT 2000 YEARS AGO

Jenova crashes into the planet and nearly wipes out the entire civilization of the Ancients. The few survivors manage to seal Jenova deep underground.

ABOUT 30 YEARS AGO

Professor Gast, the head of Shinra's Department, discovers Jenova in the Crater. He mistakenly identifies it as an Ancient, or "Cetra," and begins his research.

During /

THE EVENTS OF FINAL FANTASY® VII

FROM 25 TO 30 YEARS AGO

The Jenova Project is established in an effort to create an artificial Ancient.

After realizing that Jenova is not an Ancient, Professor Gast resigns from his position at Shinra and disappears.

Lucrea and her child, Sephiroth, who was conceived with Hojo, becomes the subject of his experiments.

ABOUT 23 YEARS AGO

Hojo turns Vincent into one of his test subjects after Vincent denounces him for experimenting on Lucraia.

In order to keep Vincent alive, Lucraia infuses him with Chaos and the Protomateria.

With the Jenova cells causing abnormal conditions in her mind and body, Lucraia—in the hope that someone will save Vincent in the future—fragments her memories and knowledge into the worldwide network and then disappears.

Final Fantasy VII



Avalanche blows up Mako Reactor No. 1. During the escape, Cloud meets Aerith for the first time while she is selling flowers.



Avalanche blows up Mako Reactor No. 5, but Cloud and the others are caught in Shinra's trap. Cloud plummets into the slums below.



Cloud meets Aerith again in the slums. He becomes her bodyguard.

22 YEARS AGO

A child is born between Professor Gast and Ifalna, a surviving Ancient. The newborn girl is given the name Aerith.

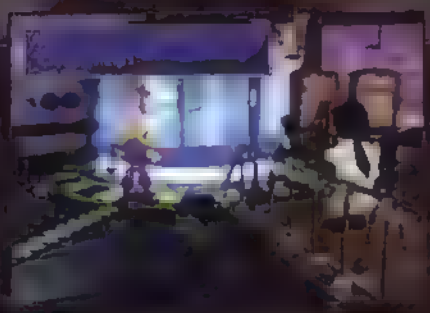
Gast is killed by Hojo. Ifalna and Aerith are imprisoned in the Shinra Building for experimentation.

15 YEARS AGO

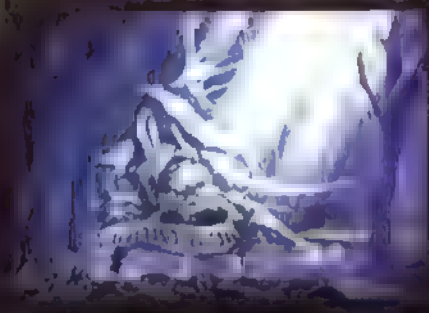
Ifalna and Aerith escape the Shinra Building, but Ifalna soon passes away. Elmyra, who was at her side as she died, takes in Aerith.

7 YEARS AGO

Promising Tifa that he would get into trouble, Cloud joins SOLDIER.



Shinra drops the support plate for sector 7 and destroys the slums underneath. At the same time, Shinra recaptures Aerith.



Cloud and the others attempt to rescue Aerith from the Shinra Building, but are captured in the process. Soon after, Sephiroth assassinates President Shinra and Rufus assumes control of Shinra Company.

Sephiroth plans to use Meteor, a spell that will destroy the planet.

In the Forgotten City, Aerith invokes Holy, which will destroy anything that is harmful to the planet. However, Sephiroth kills her and suppresses the power of Holy.



...would rescue her if she ever
...leaves Nibelheim to become
...r.

6 YEARS AGO (DURING BEFORE CRISIS: FINAL FANTASY VII)

Attacks by the anti-Shinra organization, Avalanche, intensify. It should be noted that this group is different than the one later headed by Barret.

The Shinra Company orders the Turks, an elite group of agents, to stop Avalanche's activities.

The Turks scout out Azul as a candidate for SOLDIER.

5 YEARS AGO

Sephiroth, Zack, and Cloud are dispatched to Nibelheim's mako reactor.

After finding reference materials from the Jenova Project inside Shinra Manor, Sephiroth becomes convinced he is an Ancient. Coming into contact with Jenova awakens something within him, and with Jenova's head in his possession, he razes Nibelheim to the ground. Soon after, Cloud casts Sephiroth into the Lifestream.

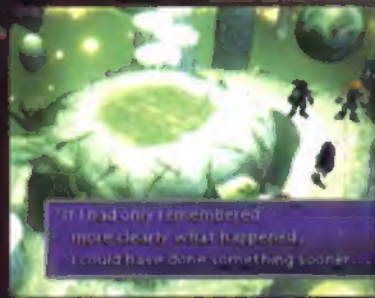
Hojo experiments on Cloud and the other survivors of Nibelheim to produce clones of Sephiroth that will prove his theories about Jenova and Reunion.



It is discovered that Sephiroth has physically regenerated at the Northern Crater. Under Sephiroth's control, Cloud hands over the Black Materia, which is necessary for using Meteor. The destructive spell is cast.



The Lifestream overflows and the Weapons are awakened. Cloud goes missing.



Cloud is found in Midgar suffering from extreme mako poisoning. After falling into the Lifestream along with Tifa, he regains his true self.



JUST BEFORE FINAL FANTASY VII

Cloud and Zack escape from Shinra Manor. Zack is killed during Shinra's pursuit, but Cloud makes it to Midgar.

Cloud reunites with Tifa and joins Avalanche, which is lead by Barret.

4 YEARS AGO

Shinra burns the village of Corel to the ground and builds the Gold Saucer in its place. Barret, having lost his wife and one of his arms, swears revenge on Shinra.



2 YEARS AFTER FFVII (DURING FINAL FANTASY VII: ADVENT CHILDREN)

The people continue along the path of reconstruction until a mysterious disease, geostigma, breaks out.

Cloud, afflicted with geostigma, leaves Tifa and the orphans living in Edge.



After gathering all the mako energy within Midgar, Shinra destroys the barrier protecting the Northern Crater using the mako cannon. The cannon goes out of control, however, when Hojo attempts to give power to Sephiroth, his biological son. The Shinra Company is destroyed by a single attack from one of the Weapons.

Hojo, who had turned his own body into an experiment, transforms into a monster. Cloud and the others destroy him, but his knowledge and memories are uploaded into the worldwide network.



Cloud and his party defeat Sephiroth at the Northern Crater. Holy, which was suppressed by Sephiroth's powers, is fully unleashed. Holy stops Meteor with the aid of the Lifestream, and the planet is saved.

Possessing superior strength and skill, Weiss distinguishes himself from the others in Deepground.





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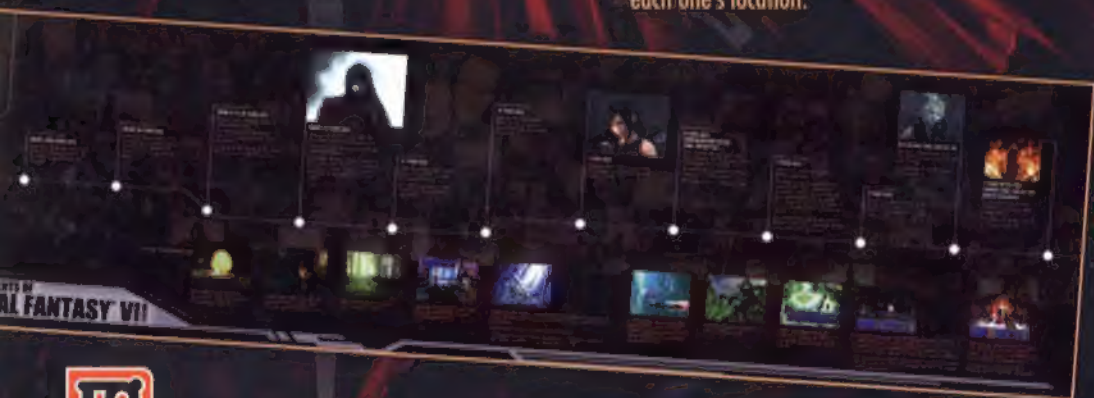
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